

**PRIMA'S OFFICIAL STRATEGY GUIDE**

# DEUSEX INVISIBLE WAR™

COMPLETE  
**XBOX** AND **PC**  
WALKTHROUGHS!



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# DEUS EX INVISIBLE WAR™

## Prima's Official Strategy Guide

### Prima Games

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## KNOW YOUR ENEMY - NSF cure, or secondary infection?

The National Secessionist Forces (NSF) remain a very real and increasingly widespread terrorist threat. Ten years ago, in response to the passage of the Sporting Weapons Act, splinter groups from nearly every state militia refused to surrender their rifles, grenades, land mines, and other "collectibles" prohibited by the Act. Unified under the charismatic leadership of Leon Woods, these isolated fanatics eventually formed the NSF with Woods assuming the rank of General. Their intended goal: the "liberation" of Washington, Montana, Oregon, and Northern California.

While Woods died during his infamous "last stand" at the siege of Snoqualmie, his **Rolling War Machine** continues what can only be termed an occupation of the United States, aided by an encrypted network designed by dissident computer scientists from San Francisco and Seattle. Currently, the UNATCO Cryptography Division has had a minimal success in cracking their communications, requiring more direct intelligence gathering techniques to be utilized.

The U.N. has declared war on the NSF. *only a sovereign nation can declare war against another nation*

AREA 51 / MJ 12

1941-1948: US Army Air Corps constructs airfields near Groom (dry) Lake in New Mexico. After WWII, site is abandoned.

1947: Alleged UFO crash at Roswell, N.M. Wreckage & corpse of 6 "Gray" aliens reported recovered by military investigators.

1947: USAF begins "Project Sign" to investigate "Flying saucer" reports. President reported commissions separate, secret blue ribbon panel to study alien technology and biology, code-named "Wajestio-12."

1948: Project Sign replaced with Project Grudge, emphasis switches from objective reporting and investigation, to aggressive debunking of UFO reports. MJ 12 operations seemingly continue uninterrupted.

1949: Project Grudge operations drastically reduced to a single investigator.

1951: Project Sign/Project Grudge files reopened under name Project Blue Book

1955: Groom Lake site reclassified as top secret test site for US airplanes. Airplane restricted, hangars, runways and other buildings constructed.

1958: Groom Dry Lake Air Force Base removed from index of public lands. First official designation of site as "Area 51"

1960: Project Blue Book closed by USAF after "Condon Report" concludes that no UFO data has contributed significantly to national security or scientific progress. Wajestio 12 reportedly continues to operate in secret.

1964 on: Early MJ 12 documents leaked to UFO investigators. Documents quickly denounced as hoaxes.

2006: Project Echelon reported relocated to Area 51.

2011: Internet 2 hub moved to the Groom Lake underground laboratories.

2017: First documents surface referring to a "Project Aquinas."

### Weapons of Terror

These weapons are most favored by terrorist and ordinary criminals worldwide. Most are also in use by legitimate military or law-enforcement organizations.

**Assault Rifle.** The 7.62x51mm assault rifle is designed for close quarters combat, utilizing a shortened barrel and "bulky" design for increased maneuverability. An additional underbarrel 20mm HE launcher increases the rifle's effectiveness against a variety of targets.

**Assault Shotgun.** The assault shotgun (or "street sweeper") combines the best traits of a normal shotgun with a fully automatic feed that can clear an area of hostiles in a matter of seconds. Particularly effective in urban combat, the assault shotgun accepts either buckshot or rubber shells.

**Baton.** A hefty, flexible baton, typically used by riot police and national security forces to discourage civilian resistance.

**Combat Knife.** An ultra high carbon stainless steel knife.

**Electromagnetic Pulse (EMP) Grenade.** The EMP grenade creates a localized pulse that will temporarily disable all electronics within its area of effect, including bats, cameras and security grids.

**Flamethrower.** A portable flamethrower that discards the old and highly dangerous backpack fuel delivery system in favor of pressurized canisters of napalm.

**Gas Grenade.** Upon detonation, the gas grenade releases a large amount of CS (military-grade "tear gas" agent) over its area of effect. CS will cause irritation to all exposed mucous membranes leading to temporary blindness and uncontrolled coughing. Like a LAM, gas grenades can be attached to any surface.

**Guided Explosive Projectile (GEP) Gun.** The GEP rifle is a portable, shoulder mounted launcher that can fire rockets and laser guide them to their target with pinpoint accuracy.

**PS20.** The PS20 is a disposable, plasma based weapon developed by an unknown security organization as a next generation stealth pistol. Unfortunately, the necessity of maintaining a small physical profile restricts the weapon to a single shot. Despite its limited functionality, the PS20 can be lethal at close range.

**Lightweight Attack Munitions (LAM).** A multi-functional explosive with electronic priming system that can either be thrown as a grenade or attached to any surface with its polymeric backing and used as a proximity mine.

**Light Anti-Tank Weapon (LAW).** The LAW provides cheap, dependable anti-armor capability in the form of an integrated one shot rocket and delivery system, though at the expense of any laser guidance.

**Mini-Crossbow.** The mini crossbow was specifically developed for espionage work, and accepts a range of dart types (lethal, tranquilizer, or inert) for a variety of mission requirements.

**Scramble Grenade.** The detonation of a GUARDIAN scramble grenade broadcasts a short range, polymorphic broadband assault on the command frequencies used by almost all bats manufactured since 2028. The ensuing electronic storm causes bats within its radius of effect to indiscriminately attack other bats until command control can be re-established. Like a LAM, scramble grenades can be attached to any surface.

**Pepper Gun.** The pepper gun will accept a number of commercially available riot control agents in cartridge form and disperse them as a fine aerosol mist that can cause blindness or blinding at short range.

**Pistol.** A standard semi-automatic 19mm pistol.

**Riot Prod.** A non-lethal device designed for crowd control. The riot prod's short range incapacitating effect is most effective when applied to the torso or when the subject is taken by surprise.

**Sniper Rifle.** The military sniper rifle is the superior tool for the interception of long range targets. When coupled with the proven 30.06 round, a marksman can achieve tight groupings at better than 1 MDA (minute of angle) depending on environmental conditions.

**Sawed-off Shotgun.** The sawed off, pump-action shotgun features a truncated barrel resulting in a wide spread at close range and will accept either buckshot or armor piercing subsonic shells.

**Stealth Pistol.** The stealth pistol is a variant of the standard 19mm pistol with a larger clip and integrated silencer designed for wet work at very close ranges.

**Sword.** The classical sword is making a comeback as a street weapon in the East. It can't be detected by acoustic sensors that "listen" for gunfire, and it's also a token of honor among the shushie "kinks" of China.

**Throwing Knife.** A favorite weapon of assassins for centuries, throwing knives can be deadly when wielded by a master.

## EVIDENCE



UNATCO HANDBOOK: Appendix A

### Origins of UNATCO

In recent years the swelling tide of international terrorism coupled with enmity between states with wildly varying laws, and an anachronistic devotion to arbitrary borders has resulted in the decreasing effectiveness of local law enforcement. To resolve the problem, a neutral agency was required to enforce international law in an impartial manner around the world.

UNATCO (United Nations Anti-Terrorist Coalition) was formed with just such a mission in mind, an organization that could transcend national boundaries and provide security for all nations that subscribe to its charter. Founded with the principles of the United Nations as its cornerstone, UNATCO is FAIR, JUST and protects the individual liberties of all the citizens of the world.

The criminal thrives on anonymity, but soon there will be no place for them to hide. Victory over terrorism is the prize for our VIGILANCE.

*quandance needs to be heard!*

# How We Got to Where We Are Today

23 SKIDDOO



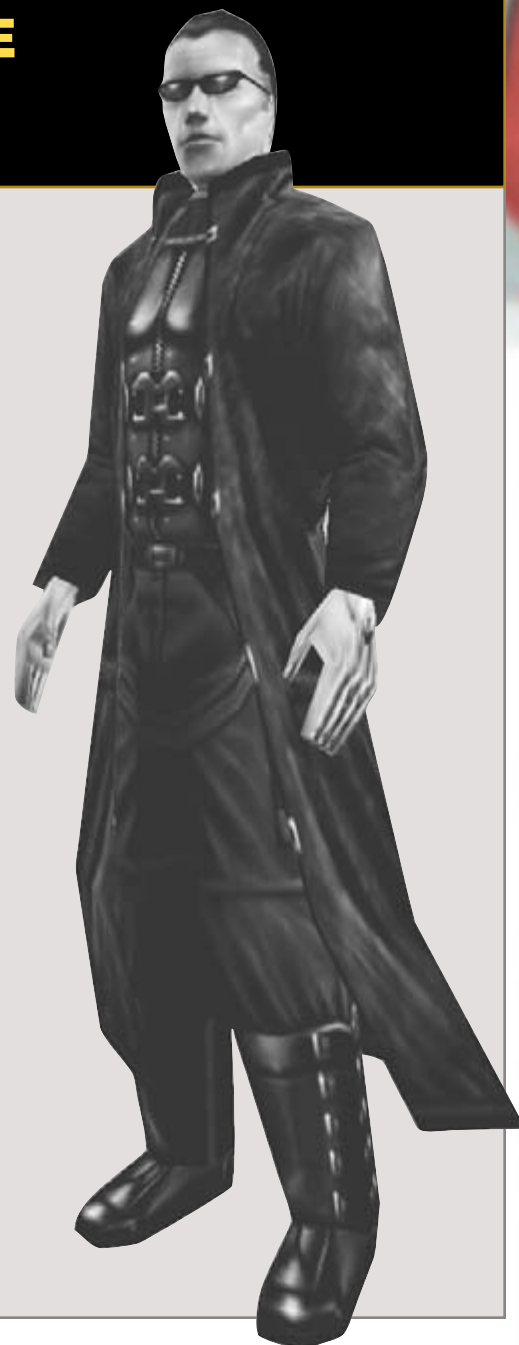


## WARNING: SPOILERS!

Much of this is **SPOILER INFORMATION** (especially if you plan to play the original *Deus Ex* at some time in the future!). However, it also gives you a better understanding of what's already happened and how the key players of *DXIW* got to where they are today.

Don't read this until after you've finished the game, if you want everything in *DXIW* to be a surprise. However, if you want a handle on why things are happening the way they are, go right ahead and read.

## YOU HAVE BEEN WARNED



## JC Denton and *Deus Ex*

In *Deus Ex*, you play JC Denton, a rookie agent for the United Nations' Anti-Terrorist Coalition (UNATCO), who has been nano-tech-

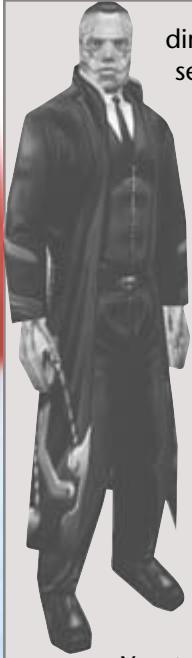
nologically enhanced. Your older brother, Paul Denton, also a nano-augmented agent, shares his insights with you along the way. At this time, UNATCO is dealing with the Gray Death, a worldwide plague. Although there is a cure, called Ambrosia, the development and distribution of it has been slow. The National Secessionist Force (NSF), claims the cure is being blocked by secret organizations, so they have taken terrorist countermeasures.



You infiltrate the NSF's makeshift command center on Liberty Island and determine that the recently hijacked Ambrosia shipment has already left the island. You then recover a unit of Ambrosia and deal with a hostage situation in the subway in Battery Park. After that, you disable the NSF generator in Hell's Kitchen, so that Paul's team can gain access to the NSF facility and retrieve the Ambrosia. When you return to UNATCO, you are told that they were nonetheless unsuccessful. At headquarters, you also cross paths with Walton Simons, the







director of FEMA, who seems to have more access and influence than you'd expect for someone in his position.

Next, you race to stop the Ambrosia from leaving New York. You travel through the underground tunnels of the Mole people until finally reaching the helibase and airfield where the vaccine is being prepared for transport.

You track down Juan Lebedev, the millionaire anarchist funding the plot. Surprisingly, you are met there by your brother Paul, who reveals he has been working as a double-agent for the NSF, and urges you to reconsider your own affiliations.

Although you are next dispatched to Hong Kong, your pilot, Jock, redirects you to New York City, because of



a message from Paul. After Paul corroborates his accusations that UNATCO is a crooked organization, you agree to help the NSF by activating a distress signal. After doing so, you meet up with strong resistance and are eventually captured.

You wake up con-



finied to a cell in an unknown location. Aided by a mysterious hacker named Daedalus, you initiate your escape. As you make your way out of the facility, you realize that you are being held prisoner by Majestic 12 (MJ-12), a secret U.S. government organization for the research and development of biotechnologies. Originally, it had been clandestinely controlled by the ancient secret society, the Illuminati, but was recently wrested from their power by a member from their highest ranks, the wealthy and powerful Bob Page, after he neutralized the ruling Council of Five. You are surprised to discover that this MJ-12 facility is actually located beneath UNATCO HQ, demonstrating their significant role in the conspiracy and cover-up. You also find out that nano-augmented agents like you and your brother have self-destruct systems that UNATCO can use to remotely terminate you. Before



20cc = 1 dose  
effective 48hrs.

## WARNING

Ambrosia is a non-organic compound containing eutactic components.

Administer only in verified cases of "Gray Death".

## HOW IT BEGAN

The year was 2052 and the world was an even more dangerous and chaotic place than at the beginning of the twenty-first century. Terrorists operated openly, killing thousands; drugs, disease, pollution and, of course, El Nino killed even more. The world's economies were close to collapse and the gap between the insanely wealthy and the desperately poor had grown to the size of the Grand Canyon. The media openly encouraged the worst in mankind. Still, this was not just Another Grim Dystopic Post-Apocalyptic World™. *Deus Ex* was set "10 minutes before the apocalypse." There was still hope.

Technology, advanced almost (but not quite) beyond imagining, was, and still is, the hope of the future. JC Denton (the player character), a powerful, nano-technologically augmented agent for an anti-terrorist organization called UNATCO, was one of the symbols of that hope. Sent to investigate seemingly straightforward terrorist activity in New York City, JC discovered that the organization he worked for, far from working to solve the problem, was actually a part of the problem. Worse, he found disturbing evidence that UNATCO might have been under the control of a cabal of conspirators which wanted nothing less than world domination. And as he hopped the globe from New York to Hong Kong, from Paris to the Desert Southwest of the United States, he discovered an even deeper mystery. Someone — or something — called "Majestic 12" had been playing the puppet-master all along.



departing the facility, you retrieve the information necessary for disabling this killswitch, so that Tracer Tong, a talented scientist and ally of your brother, can neutralize the system.

Next you travel to Hong Kong to seek him out, but first you must settle a dispute between the triads, the criminal organizations that direct the region's

affairs. Due to the tension, neither The Luminous Path, led by Gordon Quick, nor The Red Arrow, led by Max Chen, are willing to help you find Tracer Tong. Upon investigating the local Versalife facility, Bob Page's company and the only manufacturer of Ambrosia, you find that Maggie Chow was working with Page to destabilize

the area by misleading Max Chen to start the conflict. After restoring the peace, Quick admits you to the Luminous Path compound where you finally meet with Tong, who disables your kill-switch. Next, he dispatches you to return to Versalife for more information, where you discover that the Gray Death is in

fact a human-made virus. Tong and Daedalus both direct you to Morgan Everett, a member of the Illuminati, because he is the only one who can create a true cure. In Paris, you make contact with Silhouette, another terrorist organization working against MJ-12. Their

leader, Chad Dumier, directs you to Nicolette DuClare, whose mother was a member of the Illuminati's innermost circle, the Council of Five, with Morgan Everett. After searching the DuClare chateau, you find a secret computer room that allows you to contact him. After recovering for him a critical piece of data from a Paris cathedral, you meet

one of Morgan's agents in a Metro station. He knocks you out and takes you to the estate.

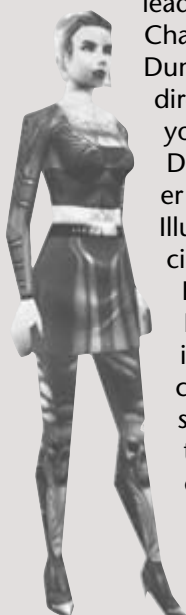
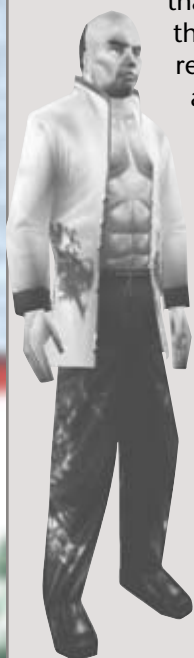
At Everett's, you begin to put together the remaining pieces of the

puzzle. Bob Page first eliminated the other ruling members of the Illuminati, then created the Gray Death and now controls its cure, all in order to achieve world domination. He has placed his lieutenant, Walton Simons, into a key role as the director of FEMA, to aid him in his designs. Although Everett, as

Page's former mentor, can help you neutralize the virus, Page seems to have still bigger plans ahead.

You have also learned about various Area 51 AI projects. You discover that "Daedalus" is actually a sentient AI, developed by MJ-12, that has since gone rogue. "Icarus," his subsequent revision, is still controlled by Bob Page and MJ-12, and "Morpheus," the prototype for the project, now resides in Everett's mansion.

Next, you head to Vandenburg Air Force base to get in contact with Gary Savage, the leading researcher in nano-technology. The base is under siege from MJ-12, so you remove these threats. After reactivating various technical systems, Daedalus and Icarus unexpectedly merge into a new entity called Helios, that possesses yet greater power, and a message from Page suggests that this is part of his final plan. After conferring with Savage and receiving various messages from your foes, you find you must rescue his

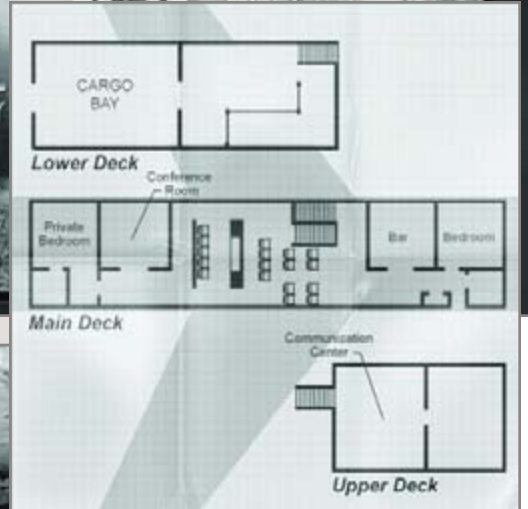
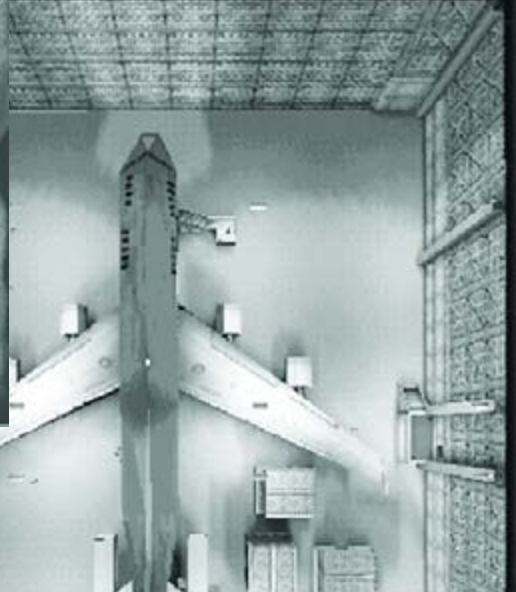
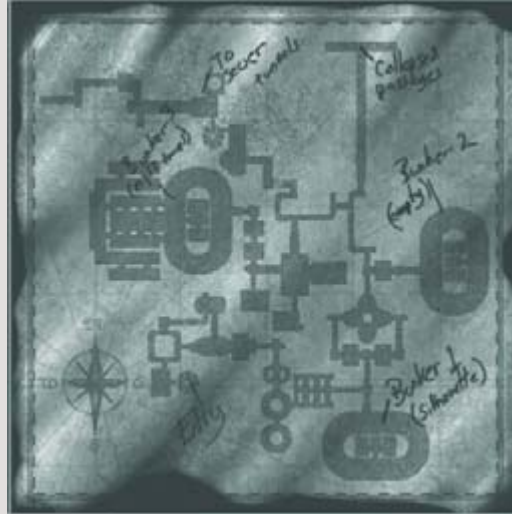




daughter, Tiffany, then head for an undersea lab in order to retrieve information necessary for Savage's progress against MJ-12.

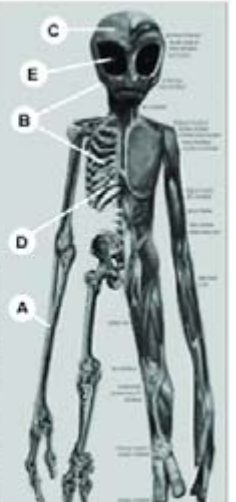
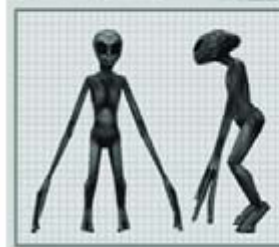
You are successful in your reconnaissance, but then you discover that Bob Page has aimed a nuclear missile at Vandenburg. You race to redirect the launch to target Area 51 instead, where Bob Page is preparing to merge with Helios, to become an invincible global dictator. You arrive there and survey the damage, and finally penetrate security.

At this point, a number of courses of action are open to you. You can follow Tracer Tong's advice and initiate a meltdown in the Aquinas router at Area 51, thus paralyzing global telecommunications and returning civilization to a simpler, more decentralized existence. You can also agree to Helios's plan and join with the entity to create a new consciousness, capable of managing a new world order. In addition, you can neutralize Bob Page and work with the Illuminati to maintain the current balance.



Alien Genome  
CK90721-GRAY  
patent #74185, #53245, #10071  
Height: 105cm  
Weight: 120kg

- A hypertrophic forelimbs yield ground speed of 6.7 m/sec.
- B alpha-particle concentrations in bones released in radiation attacks. Range 3.2 m.
- C enlarged prefrontal cortex
- D chromosomal error-correction prevents cell trauma from radiation
- E acute vision, day and night





# Shadows of the Machine: The Forces in Motion Between *Deus Ex* and *Deus Ex: Invisible War*



Starting with JC Denton's destruction of Area 51 in 2052, the world entered a period known as the Great Collapse. Depression and wars ravaged the landscape. The Illuminati



lost all means of controlling nations and peoples, while JC and Paul Denton were powerless to protect governments from warlords and from the damage already done by the MJ-12 shadow government. Organizations with visions of a new world order had to bide their time for nearly two decades, during which they rebuilt their power and began vying for global dominance once again.

At the start of *DXIW*, the Illuminati have established the roots of political power with the use of two puppet organizations: the Order, a new church based upon an open-ended, unifying religious system and the WTO, a stabilizing socio-economic force. The WTO is led by Chad Dumier, the former leader of the Silhouette revolutionaries in MJ-12-controlled Paris. The Order is led by Illuminati heiress Nicolette DuClare, robed and veiled as Her Holiness. Together, Chad and Nicolette want to become the puppet masters of a rebuilt capitalist civilization. They hope to steal JC and Paul's nanotech research so they can centralize and expand the Illuminati's traditional, behind-the-scenes control.

JC and Paul have a different vision for humanity, one founded upon true freedom rather than the rhetoric of freedom employed by the Illuminati. They want to use biotech enhancement to raise everyone to near-perfect levels of health, productivity and mental acuity. A society of superior equals, they feel, will necessarily join together in harmony

to shape a truly utopian civilization. To this end, they created an underground group called ApostleCorp, which has developed the enabling technology at secret facilities around the world. Unfortunately, ApostleCorp's leaders — JC and Paul — are both out of the picture as *DXIW* begins. JC, failing to merge seamlessly with the Helios AI at the end of *Deus Ex*, fell into a state of catatonia at a secret facility in Antarctica. Paul had to be cryogenically frozen at an ApostleCorp lab in Cairo, where he will remain until someone can figure



## NOTE

**In the world of *DXIW*, all three *DX* endgames happened. JC destroyed the telecommunications infrastructure, merged with Helios, and intended to coordinate with the Illuminati to rebuild society. However, the merger didn't go as planned, and JC-Helios fell into a coma-like state. In *DXIW*, JC has formed his own organization (ApostleCorp) and is actively working against the Illuminati. Presumably, JC-Helios did some deep thinking under the ice and within a year or so decided to form ApostleCorp.**





why  
his  
body  
rejected a  
seemingly routine nanite-  
infusion.

A third organization, a radical offshoot of the Order known as the Templars, blames the Collapse on the misuse of technology and wants to destroy all nanotech advances. The Templars believe themselves to be the devout, modern incarnation of the ancient Knights Templar but, in reality, they are a monster born from the Illuminati's own scheming, difficult for Her Holiness to control. Publicly, Luminon Saman, of the Order, leads a crusade to reform the Church. Privately, he is the leader of mobs who terrorize "modified" humans and the communities that accept them. He seeks to destroy you, JC, Paul and all that they have created.



You take the role of Alex D, an MJ-12 experimental clone of JC and Paul Denton. You were "born" in a cloning chamber players may recall from their exploration of Area 51 in *Deus Ex*. In the first game, that cloning chamber was empty. In *DXIW*, it is revealed that the missing "Alex D" was removed from Area 51 at the age of five, shortly before the events of *Deus Ex* took place. *Who* took you is still a mystery. All anyone knows is that you were raised by ApostleCorp in Chicago and have the potential for biotech enhancement.



At the start of the game, The Templar Luminon, Saman, is very close to uncovering the secrets of ApostleCorp. He destroys the entire city of Chicago in order to wipe out the ApostleCorp facility where you have been in training as a bioenhanced covert operative. You and a fellow trainee, Billie Adams, are rescued just in time by the ApostleCorp leadership and taken to a sister facility in Seattle. But ApostleCorp falls victim to a double agent — Billie Adams is selling her knowledge to both the Templars and the Illuminati and *both* are preparing operations against the Seattle facility.

You begin the game oblivious to this power struggle. All you know is that you have been training to become a highly paid covert operative for a large corporation. You don't even know the names "ApostleCorp" or "MJ-12" — you spend much of the game exploring ApostleCorp and MJ-12 facilities, uncovering the truth about your past. Ultimately, you will have the chance to remain loyal to your creators or to reject their utopian vision. Ten billion (virtual) people depend on you to make the right choice for the future of world civilization.





# Organizations and Factions

In contrast to the opening missions of *Deus Ex*, *Invisible War* does not tie you down to any single affiliation. (At least, not for long.) You can choose sides almost from the beginning, which has several consequences. First, most of the factions in the game don't have to wait for a plot development in order to recruit you. They are present in the world from the get-go, and they are competing for your mindshare. As a result, you are called upon to pay greater attention to the gameworld in order to discern your own loyalties. Another consequence of *Invisible War*'s structure is that you are faced with sociopolitical questions from the beginning of the game. When two

pushy factions are talking in your head and telling you to do opposite things, how do you choose? The starting point ends up being a faction's ideology and plan for society.



Since the game takes place twenty years after a worldwide economic catastrophe called the "Great Collapse," the factions represent groups that have differing ideas about how to rebuild civilization. Just as you chose among three possible fates for high capitalism at the end of *Deus Ex*, you now must consider how best to re-establish global society in a chaotic environment that makes almost any future possible. By the end of the game, four distinct alternatives will be open to you, alternatives that have developed over the course of the entire game.

## WTO AND THE ORDER CHURCH

What are the factions? Initially, you will be faced with two competing approaches to social reconstruction — that of the WTO and that of the Order Church. The WTO of *Invisible War* is a greatly expanded incarnation of the WTO of our time. Concerned mostly with economic development, it has taken on a quasi-governmental structure involving a "charter" system for nascent city-states all around the world. Walled enclaves occupy the centers of cities like Chicago, Seattle, Cairo, and so on — limited communities that are easy to regulate and expand in a deliberate and cautious manner. Meanwhile, the Order Church has coalesced around the concept that what brought on the Collapse was precisely the hollow materialism which informs everything the WTO does. In abandoned factories, on street corners, in mosques, cathedrals, anywhere they can find, Order "Seekers" gather to devise a new way for society, one that draws upon the wisdom of every great religion and seeks to establish balance between humanity and the natural order.

## THE WTO

Most prominent amongst the new establishments is the WTO. Primarily focused on the achievement of political and economic recovery in North America, Europe and Asia, the WTO works in tandem with local governments to establish urban growth and stability while laying the foundation for a new global information network.

WTO-funded habitats — called "enclaves" or "arcologies" — positioned in most major cities allow the WTO to exert its influence and discretion over everything from international travel to local trade.





## THE ORDER

The Order is a trans-denominational religious group dedicated to the pursuit of natural balance led by the mysterious figure Her Holiness. They work toward personal fulfillment through non-material means and are very protective of the natural state of humankind and the environment. The group has spread worldwide since the Collapse, appealing to people by offering peace and solace from chaos. Every city is now represented by a shard of the church, led by a high official bearing the title Luminon.

## TARSUS

Simple enough. But what if you aren't impressed with either of these approaches? Well, there are other factions, most of which are present from the beginning of the game and gradually gain prominence. One of these factions — believe it or not — is the group that created Tarsus Academy. Sure, you were lied to, spied on by a team of scientists,



and injected with untested biocules while supposedly receiving an education, but the Tarsus director assures you that the experiments are of a profound significance that you will eventually recognize. As the game progresses, you learn more about the people behind the Tarsus ruse, who might even become more sympathetic than the other faction leaders.

## TEMPLARS

Meanwhile, two additional factions are quietly advancing their own grandiose visions for post-Collapse society. A futuristic incarnation of the Knights Templar, highly militaristic and even more dogmatically opposed to certain technologies than the Order, seeks to preserve the sanctity of the human body. Long limited to isolated acts of terror, the Templars are increasingly confronting their perceived enemies head-on: laboratories, biomodified sects like the Omar cyborgs, organizations like the WTO and Order whose policies they feel are too lax, etc. Ironically, the biomodification technology the runs through your veins may be the key to developing the ultimate weapon they need to eradicate biomodification once and for all.

## TARSUS

Tarsus Academies is a global chain of schools that provides the best education and training for the select few who are admitted. Courses include academics as well as physical, technological, weapons and psychological training. Each student is matched with a sponsoring corporation that is not revealed until graduation, when the trainee joins that company's covert operations.

## THE TEMPLARS

Devoted to the eradication of human biotechnology, the Templars believe themselves to be the devout, modern incarnation of the ancient Knights Templar — a brotherhood of knights formed after the Crusades. These ancient knights made a solemn agreement to aid one another in clearing the highways to Jerusalem, protecting Christian pilgrims through the passes and defiles of the mountains to the Holy City.

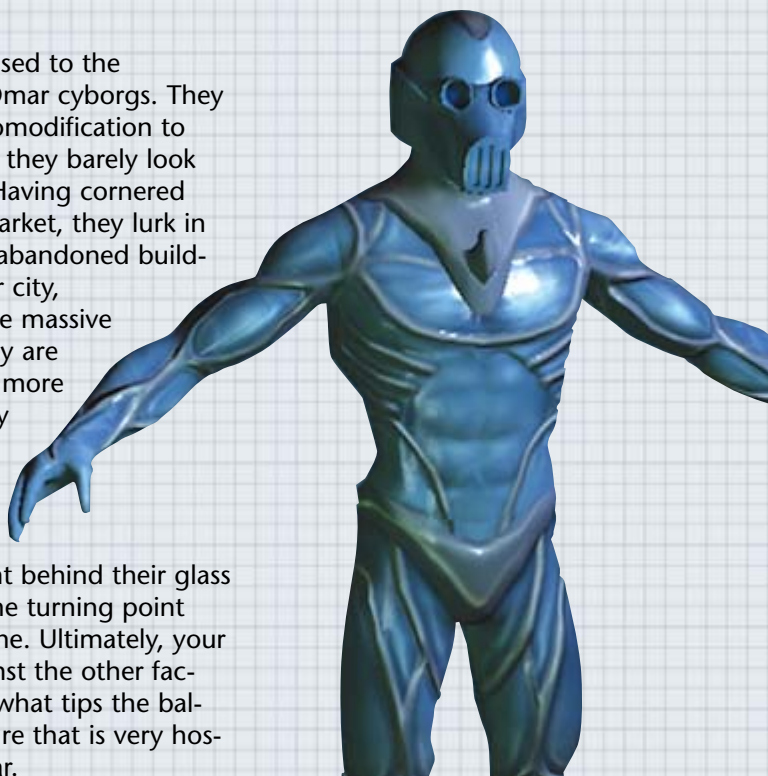
The extent of their agenda and membership is not yet known, but many have heard the Templars' criticism of biomodification. They are fanatic in their belief that biomods represent pollution of the human genome and so they preach a dedication to purity.





## OMAR

Diametrically opposed to the Templars are the Omar cyborgs. They have embraced biomodification to such a degree that they barely look human anymore. Having cornered the global black market, they lurk in the alleyways and abandoned buildings of every major city, crosslinked into one massive consciousness. They are waiting, recruiting more members every day (sometimes by force), improving their superhuman abilities ... all the while waiting, silent behind their glass eyes, waiting for the turning point they know will come. Ultimately, your actions for or against the other factions may well be what tips the balance toward a future that is very hospitable to the Omar.



## THE OMAR

The Omar are a worldwide cult of cyborgs, openly dedicated to the proposition of transcending human limitations through technology. Though many individuals outside the cult are biomodified, these cyborgs are the only group that explicitly promotes "posthumanism." Accustomed to procuring technology for themselves, the Omar have established a global black market for high-tech and weapons.

It is believed that the Omar initially emerged in post-Collapse Russia, the culmination of desperate attempts by scientists to survive the famines and polluted environment.

## OTHER FACTIONS

There are other factions in the game, including two warring coffeeshop chains, QueeQueg's and Pequod's, but the preceding are (well, most of) the primary factions you will encounter. For most of the game, a slighted faction will not turn completely hostile to you (since it still needs your help), but there are various decision-points where you must side with one faction or another, building toward a battle royale in the last mission. By that time, you will have already allied yourself in one of three ways. Hostility or friendliness of the characters and bots in the final mission is actually determined by your previous and ongoing actions. These final moments provide consequences for your choices. We can only hope that most of you will find beliefs worth fighting for during the great perambulation that is *Invisible War*.





# Key Characters



## LIN-MAY CHEN

A highly placed missionary within the Order, holding the title of High Augur, Lin-May has received a special assignment to uncover and halt the “horrific” experiments being performed on human beings by a secret cabal of scientists. She is dedicated to destroying the research so that it doesn’t fall into the hands of the WTO, whom she presumes would simply continue the program to further their own commercial interests. The daughter of Maggie Chow and Max Chen (Hong Kong-based allies of the MJ-12 conspirators of the 2050s) she understands how easily a person can be corrupted and even deceived by powerful interests. She hopes that by devoting herself to the Order Church she can avoid the temptations that allowed her mother and father to be manipulated by MJ-12.



## CHAD DUMIER

Chad, the leader of an idealistic band of French revolutionaries during the 2050s, has risen steadily through the bureaucratic ranks of the new WTO, which since the Collapse has grown into a quasi-governmental body that seeks to rebuild the world. Once an idealist, he has been hardened by years of post-apocalyptic bedlam. Society for him is an engineering problem that needs to be solved within a margin of error but not necessarily exactly. Increasingly, as his career has lifted him into the position of WTO Chairman, he has come to resemble the monied, privileged powerbrokers he once fought against.

## HER HOLINESS

Her true identity hidden behind the guise of “Her Holiness.” The Order’s supreme spiritual leader knows that no civilization can stand without both order within the citizen and order outside the citizen in his relations with others. In attempting to unify the world’s religions, she has zeroed in on those universal principles that equip an individual to live in harmony with others and at peace with himself. She has written her own meditation exercises based on the Buddhist *cetasikas*, or “qualities of mind.” She has also borrowed from Islam and the Hindu religion, careful at every turn to draw a practical lesson from the symbolism she uses. Thanks to the church’s high ideals and good deeds, post-Collapse citizens welcome the new faith, even if they do not all become believers. Even so, there are those who believe that Her Holiness is merely a well-crafted public persona, behind which lurks a very ordinary woman with, perhaps, less than pure intentions.



## NG RESONANCE

A pop singer and a huge star among teens, NG Resonance is less a person than an elaborate media construction. Except for concerts, she makes very few public appearances of her own. She doesn’t need to. At holo kiosks around the globe, her fans can talk to an AI construct of her — a free way for them to enjoy lively one-on-one interaction with their pop idol. Though the natural-language interface is quite convincing, some music lovers avoid the kiosks due to fears that their conversations, recorded so that the NG AI can remember her millions of acquaintances, might be analyzed by some third party with its own private agenda.



## VERA MAXWELL

As head of the Standard Security Corporation, Commander Maxwell works with numerous businesses and organizations to provide affordable protection in a world that lacks a traditional police force. Her company's clients include the Order, WTO, weapons manufacturers, clandestine laboratories, and even smugglers, so to survive in her role she has to be a political agnostic. Her only concern is stability. Overt raids and terrorist acts cost her company lives and a great deal of money.



With conflicts between the nascent world powers heating up, her firm has increasingly found itself caught in the middle. Her guards, minimally trained and often suffering from a rent-a-cop mentality, are called upon to be peacekeepers, paramilitaries and soldiers. The strain is considerable, and with several world powers establishing armies of their own, the future of Standard Security remains unclear.



## DONNA MORGAN

Chief Morgan is a roaming security-force commander for the WTO. One-hundred percent loyal, she is convinced that the Order is a backward faith that threatens the WTO's agenda for rebuilding world society. She finds it easy to support the WTO because she has spent most of her life living in WTO enclaves. Her parents, two of North America's largest agribusiness moguls, fared well during the Collapse and subsequent famines and were among the first citizens in the new incorporated areas. Despite her family connections, she works hard at her job and feels that she has earned her place at the top. She has sympathy for those from the underclass who aspire to live in enclaves and are willing to work to get there, but in general she is not impressed by the hordes of gamblers, hustlers, mercenaries and smugglers who plague her security forces and make travel outside the enclaves risky at best.



## AVA JOHNSON

Ava is a helicopter pilot who roams from city to city. The WTO have tracked the helicopter on a number of occasions, but so far her origin and business are unknown. The leading theory is that she is gathering signals intelligence. She has even managed to hack into several municipal security systems. On occasion, she will glean information from bystanders, but she always contacts them electronically, never in person. Either she wants to be with her craft and ready to depart at a moment's notice, or she is a computer-generated guise for someone or something that wants to remain hidden.

What most concerns the WTO is that her motives are difficult to explain in standard commercial terms. On the occasions where she has transported a passenger, she has done so free of charge, saying (her passengers report) that all she wanted in return was conversation. WTO Air Terminals have been put on high alert to capture the craft so that WTO officials can determine which organization is so expertly probing their communities for information.



## TRACER TONG

Tracer Tong, JC Denton's trusted Hong Kong contact in *DX I*, has remained loyal to the Denton brothers. Highly intelligent, he is a hacker of both hardware and software and retains a steely manner from his days of dealing tech in the Hong Kong underground. He is a political idealist determined to reshape society through the free and open distribution of certain technologies. He talks very openly about a Great Advance awaiting humankind, though in truth only JC Denton knows for sure what such an event might bring.

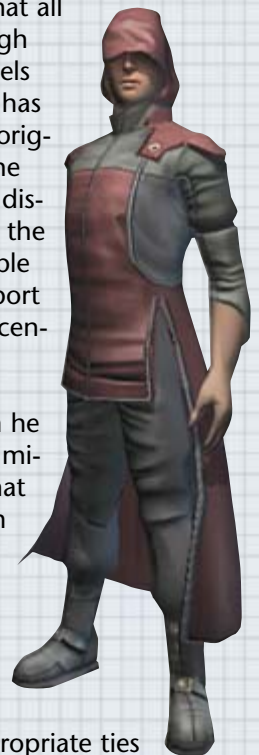


## SID BLACK

Sid is a former RAF pilot who liberated a Harrier jet shortly after the Collapse. Since then he has been a globe-hopping mercenary and fugitive. The sun has set on the British Empire, so to keep his jet he only has to keep it safe from other scoundrels like himself. The smuggling business is booming, and there isn't any job he won't attempt, for the right price. He always enjoys a good dogfight and any chance to come off a hero. After a job, he parks himself at the nearest scabby bar and can be found bending the ear of any young lady willing to listen to his stories. He is a legendary figure in the criminal underground, at least in his own mind.

## SAMAN

One of Her Holiness's earliest converts, Saman is a pure believer in a naturalist creed that all but demonizes high technology. He feels that Her Holiness has strayed from the original message of the group. So far, his dissonance has taken the form of an amicable debate, with support for his viewpoint centered around the church's German shard, over which he is the presiding lumimon. Some feel that the conflict within the church more closely resembles a schism than a debate and that Luminon Saman has formed inappropriate ties with outside groups, but no one knows for sure.



## MASKINI NASSIF

When Tarsus Director Leila Nassif goes into hiding after the destruction of the Tarsus Academy in Upper Seattle, she quickly covers her tracks. The best chance for finding a lead to her may be her family and friends in her childhood home, Cairo. Maskini is Leila's uncle. He manages a greenhouse which Leila funded to give the poorer districts of Cairo a chance to become more self-sufficient. He fondly remembers the precocious little girl who was the first Nassif to pull herself out of the shantytown, with help from a Tarsus scholarship, and he will help anyone he perceives to be a friend of Leila's to better understand her past and to uncover the plot against the Nassif family in the all-too-immediate present.





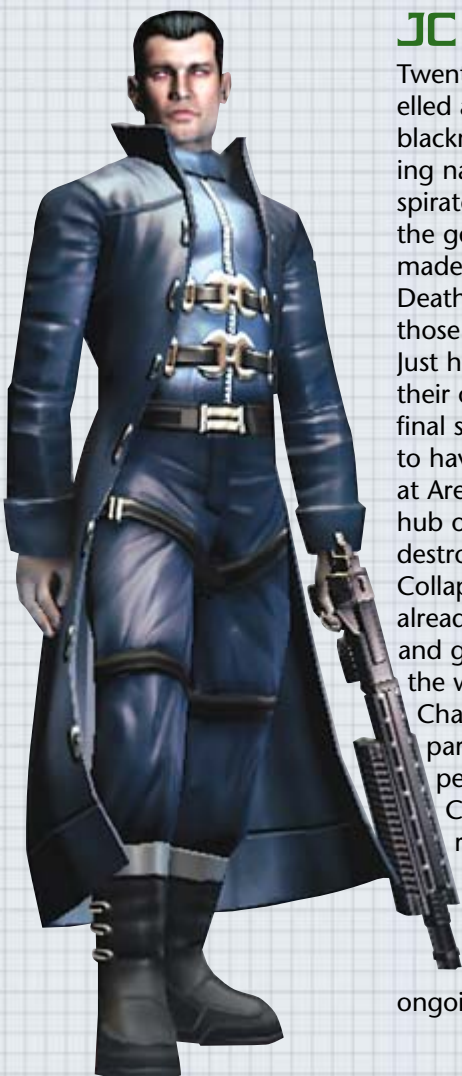
## SILAS ARCHER

Silas Archer recently accepted a post as the Headmaster of the Tarsus Academy for Girls in New Cairo. Not a lot is known about Mr. Archer, except that he comes highly recommended from a private school in England. It has been his misfortune to preside over a crisis at Tarsus involving the disappearance of two of his students. To date, he has confronted parents' fears head-on with assurances that he is doing all he can to resolve the crisis, but many who meet him come away whispering that he may not be wholeheartedly committed to the task of safeguarding the children in his care.



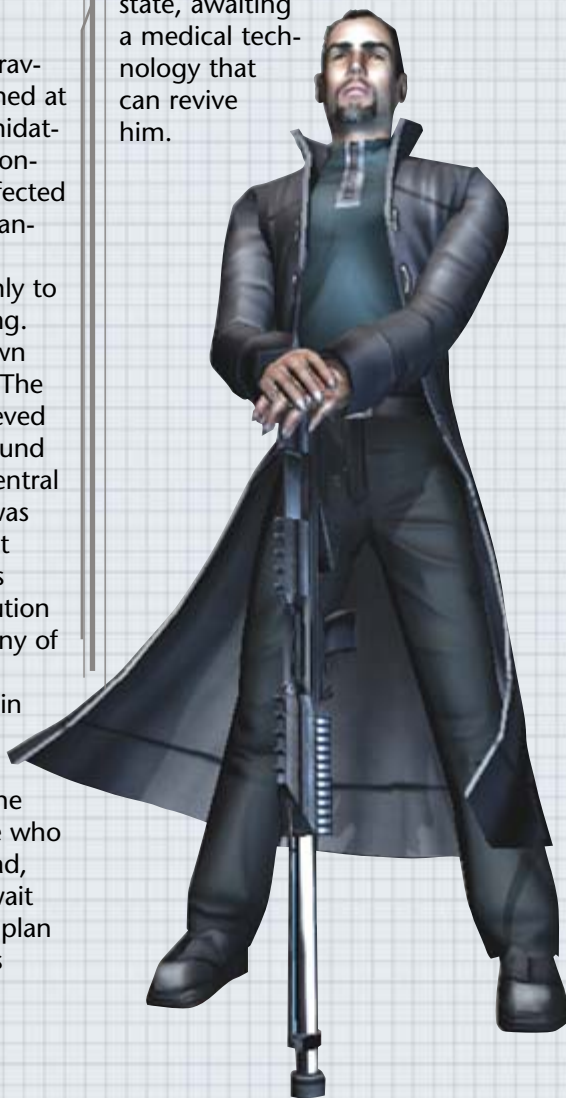
## PAUL DENTON

Like his brother JC, Paul was a modified agent for the United Nations Anti-Terrorist Coalition (UNATCO). Though he was the one who convinced JC that UNATCO was the pawn of a global network of conspirators, he has been reluctant to accept the decisions of his brother that led to the conspiracy's demise and, with it, the Great Collapse of civilization. He is more inclined to blame people rather than systems for society's troubles, yet gradually he has come to support a new vision for society which JC has been working on in isolation for twenty years. He even volunteered for what should have been the final test of the technology key to JC's plan, with disastrous results. His current fate is unknown, but the rumor is that he is in a comatose state, awaiting a medical technology that can revive him.



## JC DENTON

Twenty years ago, JC Denton unravelled a worldwide conspiracy aimed at blackmailing and otherwise intimidating national governments. The conspirators, code-named MJ-12, infected the general population with a man-made plague known as the Gray Death, then rationed the cure only to those who would do their bidding. Just how JC Denton brought down their organization is not known. The final showdown is generally believed to have occurred deep underground at Area 51, where a top-secret central hub of global communications was destroyed, touching off the Great Collapse of a civilization that was already shaken by disease, revolution and government corruption. Many of the world's present-day leaders, Chairman Dumier of the WTO in particular, blame JC Denton personally for triggering the Collapse, but for the public he remains an enigmatic figure who could be either alive or dead, hero or villain. Some still wait for him to reappear with a plan to pull civilization out of its ongoing dark age.





# Mission Locations

## SEATTLE

After the Collapse, Seattle chose not to raze its ruins. Pillars in old "Lower Seattle" hold up the platform on which Upper Seattle rests. A massive elevator (called the Inclinator) connects Upper and Lower Seattle.

Seattle's WTO charter was ratified one year ago, to the dismay of many Lower Seattle citizens. Upper Seattle has since prospered. Seattle is home to world-class facilities like the Mako Ballistics Weapons Lab and the Tarsus Academies Intermediate Training Center.



## CAIRO

The Cairo Arcology melds architecture and ecology to create a living and working space that meets all citizens' needs. After the Collapse, a perpetual storm of nanite particles developed. Nanite Swell II has haunted Cairo for years. Inside the Cairo Arcology, atmospheric barriers protect against the deadly Nanite Swell II plague. Outside, citizens wear rebreathers.



## TRIER

Trier, Germany, was selected as the site of the WTO-Order summit. The city is proud to be part of making history. Trier is invested in the WTO because of heavy manufacturing interests there, but it is also the seat of an Order Shard. Panzerwerks, the world's foremost producer of bots, has a Class A plant in Trier, Germany. Most of Trier's population is employed by the Panzerwerks bot factory. Their production ranges from security to military grade.



## ANTARCTICA

Antarctica once hosted facilities for testing materials in extreme conditions. After the Collapse, these labs fell into disrepair.





### LIBERTY ISLAND

JC Denton began his career by helping to neutralize a band of terrorists who had taken control of Liberty Island. The island once concealed a United Nations Anti-Terrorist Coalition (UNATCO) base. Since the Collapse, the island has been abandoned. Paul Denton worked for UNATCO until he defected when he learned of their corruption.



## Other Key Organizations



### SSC

The Standard Security Corporation (SSC) provides security and law enforcement to cities and corporations worldwide. After a brief training course, SSC guards are ready for deployment anywhere, anytime.



### MAKO BALLISTICS

Mako Ballistics is the premiere manufacturer of firearms, from small conventional pistols to cutting edge high-tech weaponry.





## APOSTLECORP

When JC Denton went into hiding, his compatriots founded ApostleCorp to continue his work until he was ready to return to the world. Tracer Tong, the infamous underground technologist, works as a lead researcher for ApostleCorp.



## VERSALIFE

VersaLife was a pre-Collapse genetic engineering company. VL labs around the world were instrumental in defeating the pandemics of the 2030's. VersaLife developed the Ambrosia vaccine to save millions from the Gray Death – a virus they had themselves secretly created to generate demand for a cure. VersaLife's laboratories produced a variety of transgenic creatures, including greasels, karkians and the grays.



## ILLUMINATI

Adam Weishaupt founded the Illuminati in the 1780's to bring happiness to humankind through clandestine control of the world's governments. Century after century, the Illuminati have operated in secrecy, never emerging from the shadows, but wielding tremendous influence.

Weishaupt said, "Men are unfit as they are, and must be formed; each class must be the school of trial for the next." Nicolette DuClare rejected her mother's Illuminati ties. After the Collapse she understood their importance and joined the society herself.





# The Basic AlexD

## One Player's Perspective

By Chris McCubbin

So if you're new to the *Deus Ex* games, you might be a little intimidated by the choices facing you in designing a character. There are a lot of options available to you in the form of biomods and equipment, some of which are pretty esoteric.

Now, just because I write walkthroughs for games like this doesn't make me some incredible master strategist, but maybe my personal experiences in designing my character can be of some help. My design philosophy was to stay away from exotic tricks, and try to take the most direct and generally useful package of mods and weapons I could come up with — a good selection, I think, for those who might feel a bit intimidated about learning the most tactically effective uses for exotica like the flame thrower or the Biotox Attack Drone.

### BIOMODS

The Ion Storm designers did a good job balancing out the availability of standard and black market biomods throughout the game. That means that if you take a mixture of standard and black market mods you'll max

out much quicker than you will if all your mods are standard or all are black market. I recommend a 3/2 ratio of standard to black market mods. With that, I had all five slots maxed out by the end of Mission 2.

Here are the choices I made.

**Arm: Enhanced Strength.** While it's possibly the least sexy biomod benefit in the game, the two extra inventory slots alone probably make it worth your while to take Strength. There's not much call to lift heavy objects in the game, but this mod does make the energy sword a much more viable weapon choice. (I must admit, though, Bot Domination was very tempting.)

**Cranial: Neural Interface.** I just love this mod. Turning turrets on the enemy and hacking ATMs are just plain fun, plus it saves me having to scavenge around for keycodes before I can do some useful bit of computer hacking. From a cold-blooded tactical perspective, I would arguably have got more benefit from Cloak, but I can't imagine playing *Deus Ex* without the ability to hack computers.

**Eye: Regeneration.** This is a very basic, easy choice (though the Health Leech Drone does provide a viable alternative). The wonderful thing about Regeneration, of course, is that it makes repairbots the functional equivalent of medbots — either one will allow you to get to full Health at no cost.

**Leg: Speed Enhancement.** I fell in love with this enhancement playing the first *Deus Ex*, largely because of the ease it brought to jumping and the protection it afforded from falling damage. In *Deus Ex: Invisible War*, however, there's not nearly so much jumping required, and not as much risk of falling damage. I did get good use from this mod in the last mission, dashing through enemy encampments before they had a chance to draw a bead on me. Next time, though, I might give Move Silent a try instead, since stealth tactics seem harder to use in this game than in the first.

**Skeletal: Electrostatic Discharge.** This was a bit of a toughie. This position offers three generally useful combat apps with no one mod standing out above the others. In the end I chose





Electrostatic Discharge because I need another black market mod, and because of the devastating anti-bot combination of Strength, Electrostatic Discharge and an energy sword.

My next time through the game I might change things up a little and go with Bot Domination (to handle bots, since I won't have the Strength/Electrostatic Discharge combo), Neural Interface (again, Cloak might be a tactically stronger choice, but that would leave me overloaded on standard mods — and did I mention I *love* Neural Interface?), Regeneration, Move Silent and Aggressive Defense Drone (see **Second Thoughts**, below).

## WEAPONS

My favorite weapon, hands down, is the sniper rifle. Settle down in a nice concealed spot — an air vent, or a rooftop or just the far end of a nice long corridor — turn on the scope, wait until the target pauses for a second, and *whop*, down he goes. The best part is when his buddy runs over to see what happened to good ol' Georgie and, *whop*, down he goes too. There were times in Mission 5 that I was able to drop four or five Templars in a row this way. Of course, using the sniper rifle demands that you have plenty of space to work with, and that you be in control of the situation. I recommend a silencer and refire rate mods for this weapon.

For “patrol” situations — where you don't know what's going to be behind

the next door or around the next corner — I've always preferred the shotgun. The guys at Ion Storm seem to prefer the SMG, but I must be missing something, because I've tried the SMG and it just never worked for me. Of course, for the shotgun to be effective you have to be pretty close to the enemy, but I don't have a problem with that. If I'm too far away for the shotgun I'm probably far enough away for the sniper rifle. I modify my shotgun with an ammo scavenger and increased damage.

I like the boltcaster mostly for role-playing purposes. I'm not at all comfortable with blowing away, say, some dumb SSC rentacop who's just standing around doing his job, for no better reason than that I want to steal a weapon mod or hack an ATM. With the boltcaster I can get to the goodies without feeling like a murderer. I put a glass destabilizer and increased range mods on my boltcaster.

The energy blade is a great weapon, as long as you have the Strength biomod. In playing through the various endgames, I used my energy blade to take out grays, Illuminati Elites (just remember to get out of the way of the poison gas when they die) and even JC Denton. If you have both Enhanced Strength and Electrostatic Discharge, you have an extremely effective anti-bot offense. In particular, you will completely *own* military bots. Military bots are slow to turn around and their rockets are useless at point-blank range, so just get behind the bot, jump on it and beat

it to death with your sword — this is incredible fun. The only real drawback to using the energy sword against bots is that bots tend to explode when you destroy them, inflicting collateral damage on you in the process.

Finally, grenades, of course. I didn't use concussion grenades often, but they were absolutely indispensable in some of the toughest fights in the game, when I was facing lots of enemies massed in relatively close quarters (like Hangar 24 at the end of Mission 5). I used EMP grenades more often, as a stealthy way to take out a bot before it even knew I was around. EMP grenades were also very handy against turrets and cameras (tip — use the alt-fire mode when using EMP grenades against ceiling-mounted turrets or cameras). Personally, I never found much use for mines — I think they must require a special kind of mind to use effectively.

When you're deciding what grenades and mines to devote inventory slots to, consider that concussion grenades, EMP grenades and spider-bombs have one clear advantage over all other grenades and mines — that being, ease of resupply. These are the three grenade types that enemies in the game typically carry on their persons, meaning whenever you use a few you can regain them fairly quickly from fallen enemies for free (except for the ammo you used, but you'd probably have to use that anyway). All other grenades, and all the mines, must be either found in resource





caches (which often requires an expenditure of multitools) or purchased (which requires you to use money). Scrambler grenades, gas grenades and EMP proximity mines may be useful and fun to use, but are there really enough of them in the game to justify holding an inventory slot open for them?

## SECOND THOUGHTS

In preparing the walkthrough for this book, I played through the game two complete times. Both times, it was obvious that there was one big gap in my strategic planning, in the form of the Templar heavy armored commando. Sniper fire was pretty much useless, unless you could squeeze off four or five consecutive shots (which is not how sniping is supposed to work). Shotgun blasts work OK at close range, but getting that close to these guys is not the ideal place to stage an attack. The energy sword would take them out quickly enough, but the resulting explosion would take me out as well. (And I never could find that “weak spot” on the armor’s back that the Omar made such a big deal about.)

The next time I play through, knowing what I know now I’m definitely going to hold onto the mag rail once I find it, just to use it on these guys. I’ll also seriously consider the Aggressive Defense Drone, which can mess these guys up at high levels by

using their rockets against them.

In general, my strategy probably sells heavy weapons (the flame thrower, the rocket launcher) short. I blame the original *Deus Ex* for this. In that game you basically had to design your entire character around heavy weapons if you wanted to use them. Consequently, I learned to make the most out of conventional weapons, and never really tried to master the heavy stuff. In the current game, I stayed with the weapons I was used to and they worked well enough, but somebody who comes to the game without my background or my biases should probably take a much harder look at the heavy weapons than I did.

Also, the next time I go through the game I’m going to try to make more use of spiderbombs, which are plentiful in the game and have some interesting applications that I’d like to explore (particularly their anti-greasel potential).

## IN SEARCH OF: THE HELLFIRE BOLTCASTER

Most of the unique weapons are pretty easy to find, assuming you’re looking for them. They may not be out in plain sight (under a pillow, or behind a fallen bookcase), but if you have a general idea where to look for them, they’re pretty easy to spot. The exception to this rule is the Hellfire Boltcaster,

found in the Nassif Greenhouse in Cairo. This weapon is tucked away in a devilishly well-hidden secret area, so it needs a more detailed description.

To find the Hellfire Boltcaster, climb up the ladder to the upper offices of the greenhouse, then disable the yellow beams and go up the stairs. (Incidentally, there’s another secret area under the stairs with a few goodies in it, that also requires a bit of climbing to get to.) Wander around up there until you get to the balcony that overlooks the entrance to the greenhouse. Now the fun begins.

Climb over the railing of the balcony, to the protruding beams that stick out of the wall. Jump over to the narrow ledge on the west wall. Edge your way over until you get to the beams protruding from the west wall and jump up onto them, then jump up again to get to a wide but very well-hidden ledge atop the wall. Open the vent you find there and climb down to a hidden room over the greenhouse entrance that contains the hellfire boltcaster. Now wasn’t that fun?





## Basic Tips

Most of these are available in the manual, or in the game; many appear in both places. That's because they're useful, at least the first time around. By your second long session, you've probably assimilated these, but they'll give you a handy boost when you're beginning.

### Bio Energy Cells

Energy cells store the bioelectric energy that powers the nanotechnology in biomods. Use them to replenish your power when you run low.

### A Bot Primer

Bots are quite resistant to bullets, fire and poison. Scrambler weapons produce an electronic transmission that temporarily causes bots to attack their allies.

The Bot Domination biomod gives you remote sensory control over cameras, turrets and some bots.

You can access a security computer if you have a valid login or the Neural Interface biomod.

### Hunter-Seeker Bot

The Hunter-Seeker Bot is smaller and more maneuverable than a military bot but its energy weapon system makes it almost as lethal. Hunter-Seeker bots are the most agile and stealthy of all bots. The Hunter-Seeker defense is enhanced by its ability to cloak and avoid prox mines.

### Security Bot

The Security Bot (also known as "the bulldog") is small enough for use indoors and outdoors. Its riot shotgun makes it a strong deterrent force.

### AeroSecurity Bot

The Aero Bot is a formidable security deterrent. Aero bots are equipped with a spotlight and dual high-speed gatling guns (SMGs).

### Military Bot

The Military Bot is a large bot

equipped with an anti-personnel rocket. It is typically deployed in open, outdoor spaces.

### MedBot

The MedBot can heal even the most serious injuries. It is programmed to attend to the wounds of anyone in its vicinity.

### RepairBot

The RepairBot can fully recharge a depleted bioelectric energy supply. It is programmed to replenish the bio energy of those nearby.

### Cameras, Turrets & Alarms

Security turrets are normally dormant but can be activated by alarms. When a camera detects an intruder it sounds an alarm, alerting guards and activating turrets. You can sneak past a camera by avoiding its field of view or by using the Thermal Masking biomod.

Cameras and turrets are resistant to bullets but more vulnerable to explosives, EMP attacks and multitools.

Using the Neural Interface biomod, you can control or shut down cameras from a security computer.

### Conflicting Objectives

Throughout the game, various groups will give you objectives and goals. These objectives may be at odds with each other. Weigh rewards carefully before deciding which option you want to pursue.

You are free to choose your own course of action. There is no "wrong path" through the world.

### EMP Attacks

Many weapons use electromagnetic pulse (EMP), which is used to disable bots and other electronic devices.

EMP weapons can reduce your bioelectric energy supply if you are within the blast radius when you use them.

### Medkits

Medkits provide the means for anyone to restore health instantly in the

field. Use medkits often to keep your health high. This will help you survive combat and keep you prepared for unexpected conflicts.

### Multitools & Doors

Multitools disable electronic and mechanical devices like security cameras, keypads and locks.

It isn't always necessary to use a multitool or keycode to open a locked door. Some doors can be destroyed with explosives.

### Stealth Tactics

Sometimes the best course of action is to not be seen or heard. Moving slowly, or staying in the shadows, will help you avoid enemy detection.

When trying to sneak, be aware of the surface you're walking on. You make less noise on carpeting than on metal, stone or concrete.

You are harder to see while crouched than while standing, whether you're crouching behind something or in plain sight. Walking slowly or crouching will make it less likely that your footsteps will be heard.

The Cloak and Move Silent biomods can also improve your stealth among organic enemies. Thermal Masking can make you invisible to bots and cameras.

### Weapons & Ammo

Most ranged weapons have alternate fire modes that may consume different amounts of ammunition. Ammo clips are compatible with all weapons, but different guns deplete ammo at different rates. Watch your ammo counter to avoid running out.

Your crosshairs indicate a target's alliance. Green represents allied targets, red represents hostile ones, and blue means neutral.

Weapon mods increase the effectiveness of your weapons by making them more potent in combat or adding a new ability.



# Game Difficulty

We all know that Hard is harder and Easy is easier, but what exactly are the differences among the four Game Difficulty levels?

You always start with 100 Health Points (Health, or HP).

**Normal** is the base level. It's not always a straightforward calculation, but figure that at Normal:

- You inflict Normal damage on your targets.
- Your attackers hit you a Normal percent of the time.
- You take Normal damage from your attackers.
- Each full ammo clip has a Normal amount of ammunition (30 "units").

At **Easy** difficulty:

- You inflict 125% of Normal damage on everyone, friend or foe. (However, your allies and mechanical minions do not inflict any more damage.)
- Your attackers hit you 75% as often as they would Normally.
- You take Normal damage from your attackers.
- Each full ammo clip has a Normal amount of ammunition (30 "units").

At **Hard** difficulty:

- You inflict 75% of Normal damage on your targets.
- Your attackers hit you 125% as often as they would Normally.
- You take 125% of Normal damage.
- Each full clip of ammo has 95% of the Normal capacity (28.5 units).

At **Realistic** difficulty:

- You inflict 150% of Normal damage on your targets. (Yes that's higher; it's also more realistic. And don't get too giddy about it till you read the rest of this list.)
- Your attackers hit you a Normal percent of the time.
- You take 175% of Normal damage.
- Each full clip of ammo has 75% of the Normal capacity (22.5 units).

DIFF. LEVEL	YOU INFLICT	FOES HIT	FOES INFLICT	FULL CLIP
Easy	125%	75%	100%	30
Normal	100%	100%	100%	30
Hard	75%	125%	125%	28.5
Realistic	150%	100%	175%	22.5

## More Tips

Try to plan out your play strategy. Are you going for stealth, melee, lots of weapon use, or a combo of each? Stealth will require lots of energy cells. Melee will require lots of health replacement. High weapon use will require lots of ammo. On the other hand, being average in everything will make passing some areas more difficult. Focus on the abilities that fit your playstyle the best, and build those abilities up to maximum. **DS**

Save often. If you find that the Save/Load page takes too long to load, you might want to delete some of your older savegames. Try to keep your total savegames to 20 or fewer. The first time you load up the Save/Load page after starting will be slower than each re-visit to that screen afterward. **DS**

Look under corpses for ammo — ammo will often fall underneath the enemy corpse. **DS**

Be frugal with supplies — you might need those items or ammo later on in the game. **DS**

Look in corners and hidden areas for supplies. **DS**

Before leaving the Tarsus Apartment where you start, adjust your Video/Sound options to your own taste. Boost the brightness so that you can see items in darker areas. **DS**

Many of the puzzles or obstacles in have multiple ways to solve or get around them. Be sure to look for other solutions if you're stuck. **DS**

With careful placement, you can obstruct gold beams with objects to get past them. Be careful doing this. **DS**

You can use corpses to lure some enemies into your range of fire. Throw the corpse into the path of the enemy, and remain hidden. Most enemies will approach the corpse to investigate, and allow you a good shot. **DS**

You can crouch under some security beams and go under them without setting them off, but only a very few. Be careful doing this. **DS**

Don't pay the thugs in Seattle. Call them "punks," then let the security-bot and guards down the hall take care of them for you. Easy. **DS**

Don't give Leo 500 credits, because insulting him will get the same results. Leo never hurts you, unless you attack him, or the character he's protecting. **DS**

If you go after Mr. O'Rourke for the Club Owner, tell Mr. O'Rourke that his supplier is dead and there is a new supplier. Then tell him he needs to make a good faith payment of 200 credits. This way, you get an extra 200 credits out of him before killing him. **DS**



# Biomods

LOCATION	REGULAR BIOMOD	REGULAR BIOMOD	BLACK MARKET BIOMOD
Arm	Biotox Attack Drone (Active)	Strength Enhancement (P)	Bot Domination (Active)
Cranial	Cloak (Active)	Hazard Drone (Passive)	Neural Interface (Passive)
Eye	Regeneration (Active)	Vision Enhancement (A)	Spy Drone (Active)
Leg	Move Silent (Passive)	Speed Enhancement (A)	Health Leech Drone (Active)
Skeletal	Aggressive Defense Drone (P)	Thermal Masking (Active)	Electrostatic Discharge (Passive)

There are 5 body slots for bio-modification: arm, cranial, eye, leg and skeletal. Only one type of biomod can be installed in a slot at a time. With additional canisters, you can overwrite with a new biomod or upgrade the current one. Bioelectric energy cells power all active biomods.

*Biomods are most effective when taken to Level 3. For example, Spy Drone Level 3 is much more effective than Levels 1 or 2 against electrical enemies. DS*

*Continue to pick up biomod canisters even after all your augmentations are maxed out. Later on in the game, you might find that one of your augs isn't as useful. If you have enough canisters, you can always change the augmentations that you chose earlier in the game, and might even be able to immediately max it out. TB*

## Light Biomod (Automatic)



## Aggressive Defense Drone



### Skeletal

Level 1 stops incoming rockets and grenades by detonating them midair before they reach the user.

Level 2 stops incoming rockets and grenades at a greater distance.

Level 3 stops incoming rockets and grenades closer to the enemy – usually detonating the projectiles in the enemy's immediate area and damaging them.

This drone always succeeds, as long as its target isn't within its min range.

EFFECT	LEV1	LEV2	LEV3
Range	12ft	24ft	48ft
Energy Cost/shot	10 (all levels)		

*The most effective system in the game against enemies that wield a rocket launcher. Waves of Templar Paladins can be defeated with a Level 3 A/D Drone, assuming your energy holds out. DS*

## Biotox Attack Drone



### Arm

Level 1 fires non-lethal biotox darts at all hostile targets. At Levels 2 and 3, there is decreased energy drain.

EFFECT	LEV1	LEV2	LEV3
Damage (all levels)	5/sec for 4 sec		
Damage Type	Knockout Gas		
Energy Cost/shot	10	8	6

### Active

## Arm Slot Icon





## Bot Domination



Arm Black Market Active

Level 1 enables first-person control of small bots, cameras and turrets. At Level 2 you can also control medium sized bots, with increased domination time and decreased energy drain. At Level 3 you control all types of bots, with even more increased domination time and decreased energy drain.

You must be able to put brackets around the bot before you can take over its functions.

The longer the lag, the more time you have to hide before assuming control.

EFFECT	LEV1	LEV2	LEV3
Lag Before Access to Bot (seconds)	6	8	10
Duration (seconds)	20	30	60
Distance Enemies are Highlighted	20ft	30ft	40ft
Energy Cost/use	35	30	20

One of the popular tactics we use here in the QA Pit at Ion Storm is using Bot Domination on our own spiderbots. When a bot is no longer dominated, it is disabled, at which time one point of damage will make it explode.. Try it, it's fun. TB

### Augmentation Canister



## Cloak



Cranial Active

Level 1 provides near-invisibility to organic enemies. You become visible when you fire a weapon. At Levels 2 and 3, energy drain is decreased.

Cloak can not be damaged.

EFFECT	LEV1	LEV2	LEV3
Energy Cost/sec	3	2	1

*Good if you would rather pass human enemies than deal with them. Some security interfaces are behind enemies that you can slip past with this mod. DS*

## DRONES

When activated, drone bio-mods nanoformulate small flying bots that accompany the user and perform an ascribed function. Drones only drain bioelectric energy when executing their primary objective, often detonation or some other type of attack. Assembly and hovering use no energy.

Drones have no hit points, and are invulnerable. You can turn the biomod on and off to spawn a new drone, but there is generally no need to, since a deployed drone burns no energy unless it is actively fulfilling its role.

Note that the Spy Drone can self-destruct, but you get a new drone by simply reactivating the biomod.

## Electrostatic Discharge



Skeletal Black Market Passive

Level 1 charges melee attacks with EMP damage, at no energy cost. At Level 2 there is increased EMP damage.

At Level 3, you get maximum EMP damage and short-term scrambling of bots.

EFFECT	LEV1	LEV2	LEV3
Added EMP damage per strike	5	10	15

At Level 3, it scrambles a bot if you hit it with a melee weapon.

*Consider using your first black market biomod canister on Electrostatic Discharge. This adds an EMP to your melee attacks, and once you have one level invested here, all laser beams in the game become useless to the enemy since you can just punch the actual emitter on the wall to take them out. Electrostatic Discharge will work with any melee weapon. TB*

### Cranial Slot Icon





## Hazard Drone



### Cranial

### Passive

Level 1 provides protection from radiation, biotoxins and other environmental hazards. At Level 2 you get greater protection and decreased energy drain.

Level 3 provides the maximum level of protection at the least cost. It also converts hazards into bioelectric energy.

For Poison and Knockout Gas damage, both the time that you are exposed and the damage you're taking each second is reduced.

For Radiation, Electric and Fire damage, the damage you take is reduced.

EFFECT	LEV1	LEV2	LEV3
Poison/Gas time	75%	50%	0%
Poison/Gas/Radiation damage/sec	50%	25%	0%
Electric/Fire damage	75%	50%	25%
Energy Cost per sec functioning	4	3	2

At Level 3, it converts Electrical and Fire damage into energy for you. However, using the drone costs energy, so it's not worthwhile unless you're taking a lot of damage.

When taking Electrical or Fire damage with Hazard Drone Level 3, you spend 2 energy/sec. The drone converts 1/4 of the base damage (unmodified by your own reductions) into energy stores. Unless you're taking more than 8 damage/sec, this isn't a useful feature by itself. Of course, if you're going to be taking damage, you might as well get some good out of it.

## Health Leech Drone



### Leg

### Black Market

### Active

Level 1 breaks down corpses and uses them for reconstructive healing. You get double healing from unconscious targets. At Level 2 it provides greater healing.

At Level 3, it provides maximum healing. It can also break down and use live ambient creatures.

EFFECT	LEV1	LEV2	LEV3
Health from any Dead Target	x1	x2	x3
Health from any Unconscious Target	x2	x4	x6
EXAMPLES			
Health from Dead Human	20	40	60
Health from Unconscious Human	40	80	120
At Level 3, this drone will kill an animal (cats, penguins, pigeons and rats are available during your mission) and give you 30 HP.			
Energy Cost/use	35	26	17

It takes about 3 or 4 seconds per use, regardless of level.

*The Health Leech Drone can absorb unconscious bodies, giving you twice the amount of health. Used like this, it is more effective than Regeneration. MC*

## Move Silent



### Leg

### Passive

Level 1 dampens movement sounds while walking and increases the height from which you can fall and sustain no damage. Level 2 also dampens sounds while jogging, and you can fall safely and silently from a greater height without sustaining damage. Level 3 dampens all movement sounds, and you can fall safely and silently from an even greater height.

There is no energy cost.

At Level 1, you can walk and crouch-walk silently.

At Level 2, you can jog silently.

At Level 3, you can run silently. You are silent at all times.

EFFECT	LEV1	LEV2	LEV3
Safe Fall	20ft	25ft	34ft

Normal safe fall is 15 feet. If you fall farther than your modified safe fall distance, you take partial falling damage (but not as much as if you weren't modified, and the better your mod level, the less damage you take).

## Leg Slot Icon





## Neural Interface



**Cranial      Black Market      Passive**

The Neural Interface biomod allows you to hack into security terminals. To hack into a terminal, target it and use it.

At level 1, you gain access to the most basic functions on every terminal. As you upgrade the Neural Interface, you will be able to access more advanced functions. Be careful, using the Neural Interface can attract attention or attacks.

At Level 1, you can hack security terminals without having a login. You can turn cameras on and off, and look through them. You can use any special options on a computer.

At Level 2, you can also turn turrets on and off.

At Level 3, you can also change a turret's alliance and/or directly control the turret.

When you hack a soda or snack machine, you get free food and drink.

When you hack an ATM, you get a percentage of that ATM's credits.

EFFECT	LEV1	LEV2	LEV3
ATM Credits	25%	50%	100%
Time to Hack	10sec	5sec	2sec

There is no energy cost.

Effective biomod that can disable cameras turrets and even take control of turrets. This allows you to maintain a stealth-like posture. **DS**

## Regeneration



**Eye      Active**

Level 1 reconstructs organic tissues to heal you. Level 2 and 3 further speed the healing process and decrease energy drain.

Regeneration heals HP and drains energy each second. At Level 1 it heals 2 HP and drains 5 energy in the first second. As long as you haven't taken any damage during that first second, it accelerates the healing process in the second second, healing an additional 25%, at the same energy cost — 3.25 HP, 5 energy. As long as you don't take damage, it continues this acceleration — adding 25% to the previous second's total, still at 5 energy per second.

When you take damage, the process starts over from scratch, at 2 HP in the first second.

At Levels 2 and 3, both the base amount of healing and the acceleration significantly improve. At Level 2, you start at 3 HP per second, with 50% more healing, every 0.85 seconds, and at Level 3, you start at 4 HP per second, with 75% more healing, every 0.7 seconds. (Your base rate is higher, you healing accelerates each time you heal, and healing takes place more frequently.) However, the energy cost is significantly higher at higher levels: 10/sec at Level 2, and 20/sec at Level 3.

EFFECT	LEV1	LEV2	LEV3
Base Healing Rate	2HP	3HP	4HP
Heals every	1sec	.85sec	.7sec

Healing accelerates	25%	50%	75%
Time Poisoned	80%	60%	40%
Energy Cost/sec	5	10	20

In fact, it doesn't stop there. At Level 2, the healing time accelerates — .85sec for the first "pulse" of healing, then  $(.85 \times .85) = .72\text{sec}$  for the second healing pulse, then  $(.85 \times .72) = .61\text{sec}$ , and so on.

At Level 3, each successive healing pulse is multiplied by 0.7. The result? It doesn't take more than a couple of seconds to heal completely at Level 3, regardless of how badly you've been damaged.

Level 2 is about three times as fast as Level 1.

Level 3 is about twice as fast as Level 2, but more expensive.

### EXAMPLES

Time to get 25 HP	5.6	2.3	1.4
Cost to get 25 HP	28	23	28
Time to get 50 HP	8	3	1.6
Cost to get 50 HP	40	30	32
Time to get 75 HP	9.6	3.3	1.7
Cost to get 75 HP	48	33	35
Time to get 100 HP	10.8	3.6	1.8
Cost to get 100 HP	54	36	37

(Costs and times are rounded.)

Note that Level 3 heals you very quickly, but expensively, since the drain rate is twice that of level 2. Although eventually (if you had 1000 HP), Level 3 gets cheaper than Level 2, because it starts out more expensive, it will tend to cost you more energy than Level 2 will, especially if you keep taking damage and resetting the healing.

## Eye Slot Icon





## Speed Enhancement



**Leg** **Active**

Level 1 enhances movement rate, jump distance and the distance you can safely fall. Levels 2 and 3 further increase these rates, while decreasing the energy cost per second.

EFFECT	LEV1	LEV2	LEV3
Run Speed (+%)	35%	65%	100%
Jump Height	4.7ft	5.6ft	7ft

Normal jump height is 3.5 feet.

Safe Fall	20ft	25ft	34ft
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Normal safe fall is 15 feet. If you fall farther than your modified safe fall distance, you take partial falling damage (but not as much as if you weren't modified, and the better your mod level, the less damage you take).

Energy Cost/sec	1	.5	.25
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*This is very useful, especially near the endgame. If you do not use electrical disruption against armored Templar Paladins, then you will need to sneak or run fast past them. If you don't, plan on consuming a lot of ammo to kill them all. DS*

## Spy Drone



**Eye** **Black Market** **Active**

Level 1 acts as a remote spy camera and delivers an EMP attack when detonated. Level 2 adds audio to the camera and increases EMP attack damage and range, while decreasing the energy drain. Level 3 further increases the attack damage and range, at an even lower cost. The attack also stuns organic units.

There is no falloff on the explosion — it inflicts full damage to the outer edges of the radius.

EFFECT	LEV1	LEV2	LEV3
Damage (EMP)	25	40	65
Damage (Stun)	—	—	30
Radius of Effect	12	18	24
Energy Cost While Spying (per second)	2	1.5	1
Energy to explode	40 (all levels)		

*At Level 3, this biomod is extremely effective against electrical systems (including armored Templar Paladins, military bots and other similar enemies). DS*

## Strength Enhancement



**Arm** **Passive**

Level 1 enhances carrying capacity, melee damage, throwing distance and damage done to targets by thrown items. Levels 2 and 3 further enhance all of these.

EFFECT	LEV1	LEV2	LEV3
Added Damage	x1.5	x2	x3
Carrying Cap. (lb.)	100	200	300

You can carry 75 lb. without this mod.

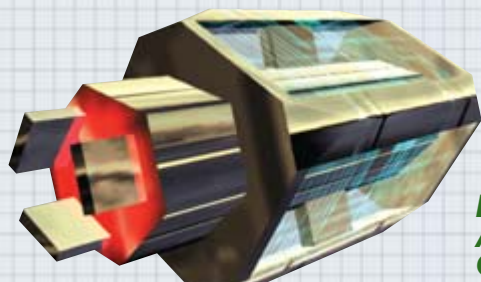
Inventory Slots	12	13	14
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*The Strength Enhancement Biomod adds 1 slot to your inventory at Level 2, and another at Level 3. However, be aware that overriding this biomod will delete the extra slots, and the items held there will be dropped. MC*

*Strength Enhancement is a very multi-purpose tool. The higher your strength, the more inventory slots you have, the heavier things you can pick up, the harder you throw things, and the more damage you do in melee combat. At Level 3, you can actually pick up barrels and kill a normal guy by throwing it at his head. Also, If you're having trouble finding sufficient ammo, it provides a great alternative to ammo-reliant weapons. TB*

*Strength Enhancement and an energy blade are an extremely effective combination. DS*

*Throwing heavier-than-usual objects with Strength Enhancement can often kill weak enemies. Throwing a heavy object as you close in for a melee attack will make the attack more effective. DK*



**Black Market  
Augmentation  
Canister**



## Thermal Masking



**Skeletal**

**Active**

Level 1 provides near-invisibility to bots/mechanical units. You become visible when firing a weapon. Levels 2 and 3 reduce the energy cost.

You are invisible to bots, security cameras and turrets.

EFFECT	LEV1	LEV2	LEV3
Energy Cost/sec	3	2	1

## Vision Enhancement



**Eye**

**Active**

Level 1 enables nightvision, enhancing critical targets. At Level 2, organic targets are visible through walls. At Level 3, all targets and critical resources (e.g., medkits) are visible through walls. Levels 2 and 3 also have decreased energy drain.

*Works well with a mag rail. AD*

Lets you see in the dark.

At Level 1, human enemies glow bright green.

At Level 2, you can also see enemies through walls.

At Level 3, enemy mechanical units also glow, as do medkits, energy cells, and other resource units. All of these are visible through walls.

EFFECT	LEV1	LEV2	LEV3
Energy Cost/sec	1	0.5	0.2

## Skeletal Slot Icon



# Weapons

**Damage Types** are explained in **Vulnerabilities** (p. 39). KB means that in addition to inflicting damage, the weapon will knock back its target.

**Ammo** lists how much of an ammo clip each strike depletes; a full ammo clip has 30 "units" of ammunition at Normal game difficulty. Using the shotgun as our example, it depletes 6 units per shot, so you can fire a shotgun five times per ammo clip.

**Refire** lists how often you can strike with the weapon, even if you don't strictly "fire" it. If there is no refire listing for a weapon, you can strike with it just about as quickly as your little fingers can trigger the fire button.

If a weapon has a **Radius of Effect**, it affects a large area, roughly circular, with the listed radius. The effect diminishes as you approach the outside radius.

## Melee Weapons

### Combat Knife

Damage	5
Damage Type	Edged (KB)
Range	8 feet

*Fairly low damage knife that allows a rapid series of attacks.*

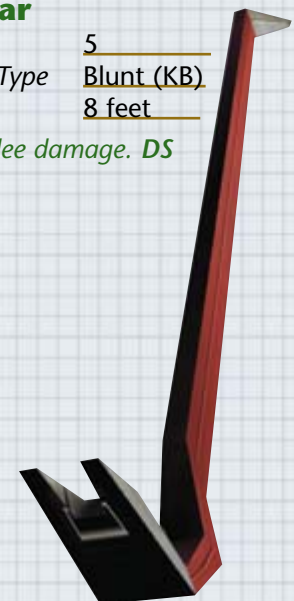


*Requires close proximity to use. The first bladed melee weapon available. DS*

### Crowbar

Damage	5
Damage Type	Blunt (KB)
Range	8 feet

*Good melee damage. DS*

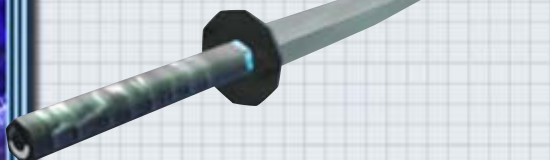




## Energy Blade

Damage	10
Damage Type	Edged (KB)
Range	8 feet

Great melee damage; can be found somewhat early on in the game. **DS**



## Riot Control Baton

Damage	5
Damage Type	Blunt (KB)
Range	8 feet

The first blunt melee weapon available. This deals fast damage, but each hit inflicts relatively low damage. **DS**

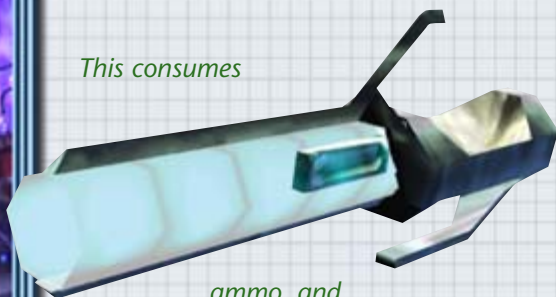


A riot control baton in combination with the Electrostatic Discharge biomod can take out laser beam emitters. This is also a useful melee attack to disable bots. Other melee weapons will destroy the bot, which then explodes and damages you. **DK**

## Stun Prod

Damage	5/sec
Damage Type	Stun
Range	8 feet
Ammo	2/sec

Stuns your target if held against it continually, preventing the target from returning fire very well.



This consumes

ammo, and it takes a while to stun a target with full health to unconsciousness. **DS**

## Guns

### Ballistic Pistol

Damage	6
Damage Type	Bullet (KB)
Range	50 feet
Ammo	1.5
Refire	0.2 sec

Alt-Fire: Flashlight

Range	50
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### Available Weapon Mods

- Ammo Scavenger
- EMP Converter
- Fragmentary Round
- Glass Destabilizer
- Increased Damage
- Increased Range
- Refire Rate
- Silencer

Standard pistol, low damage. **DS**

Alt-fire flashlight is good for dark hallways or air ducts. **DS**

Preferred Config: Ballistic Pistol with Glass Destabilizer and Silencer (**MW**)

## Boltcaster

Damage	10/sec for 3 sec
Damage Type	Knockout Gas (KB)
Damage	1
Damage Type	Poison
Range	75 feet
Ammo	4
Refire	1 sec

Alt-Fire: Smart Scope

### Available Weapon Mods

- Ammo Scavenger
- EMP Converter
- Fragmentary Round
- Glass Destabilizer
- Increased Damage
- Increased Range
- Refire Rate
- Silencer

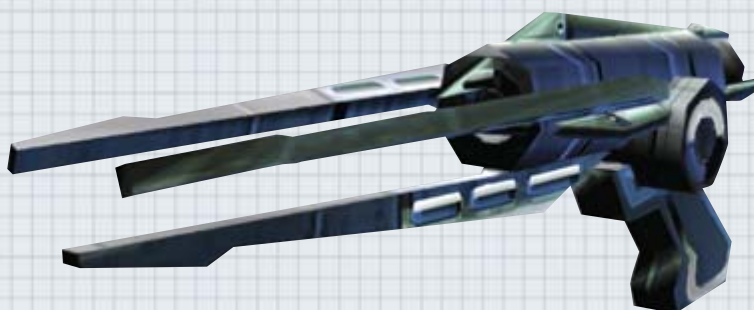
Poisons and briefly stuns the target. Multiple shots combine their poison and gas effects, making the victim go unconscious. It triggers minimal response from surrounding enemies, unless they see the victim getting hurt. It will not work on armored enemies, turrets, cameras or bots. **DS**

Remember that the boltcaster dart gives a small stun upon first impact, and the poison is cumulative (multiple darts poison faster). **DS**

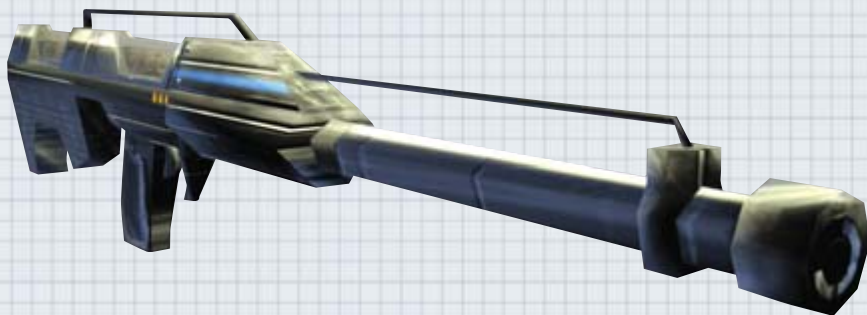
Firing a boltcaster at an unconscious person will kill the person. **MC**

Boltcaster alt-fire smart scope is the perfect way to aim a boltcaster. Note that the boltcaster's fire is not instantaneous, so you'll need to lead a walking target slightly to get the shot to hit. **DS**

Preferred Config: Boltcaster with Ammo Scavenger and Refire Rate is very efficient (**MW**)







## Mag Rail

Damage	25
Damage Type	Electric (KB)
Range	75 feet
Ammo	6
Refire	1

### Alt-Fire: EMP/fires through walls

Damage	25
Damage Type	EMP
Range	100 feet
Ammo	6
Refire	1 sec

### Available Weapon Mods

- Ammo Scavenger
- Glass Destabilizer
- Increased Damage
- Increased Range
- Refire Rate
- Silencer

A good damage weapon, with a poor refire rate. Weapon mods can make this gun even more effective than it already is. **DS**

Turrets and bots are easiest to take down with mag rail alt-fire. **DK**

Mag Rail alt-fire EMP is a great weapon for disabling turrets, cameras or bots. The EMP fire from this gun can travel through walls and glass, making camera and turret disabling all the easier. **DS**



## Shotgun

Damage	8/pellet x 8 pellets
Damage Type	Bullet (KB)
Range	25 feet
Ammo	6
Refire	1 sec

### Alt-Fire: Smoke Grenade

Damage Type	Flash
Range	40 feet
Ammo	6
Refire	1 sec

### Available Weapon Mods

- Ammo Scavenger
- EMP Converter
- Fragmentary Round
- Glass Destabilizer
- Increased Damage
- Increased Range
- Refire Rate

Strong damage, but fairly poor refire rate. **DS**

Shotgun alt-fire smoke grenade can blind unarmored human enemies temporarily, but can also blind you at the same time. **DS**

The shotgun is the ultimate lockpick against wooden doors. **MC**

## SMG

Damage	3/bullet
Damage Type	Bullet (KB)
Range	50 feet
Ammo	1
Refire	Rapid Fire

### Alt-Fire: Flashbomb

Damage Type	Flash
Range	1000 feet
Ammo	10
Refire	0.25 sec

### Available Weapon Mods

- Ammo Scavenger
- EMP Converter
- Fragmentary Round
- Glass Destabilizer
- Increased Damage
- Silencer

One of the best weapons you will find. It has a rapid refire rate, a very useful alt-fire, and can be augmented with a wide variety of weapon mods. **DS**



When the alt-fire flashbomb is used on human enemies from a distance, it blinds them temporarily and allows you to use regular fire to finish the job. **DS**

Preferred Config: SMG with Fragmentary Round or EMP (or both!) (MW)

Preferred Config: SMG + Frag Round + Increased Damage = Mayhem. (TB)



## Sniper Rifle

Damage	40
Damage Type	Bullet (KB)
Range	1000 feet
Ammo	10
Refire	2 sec

### Alt-Fire: Smart Scope

Damage	20
Damage Type	Bullet (KB)
Range	1000 feet
Ammo	10
Refire	2 sec

### Available Weapon Mods

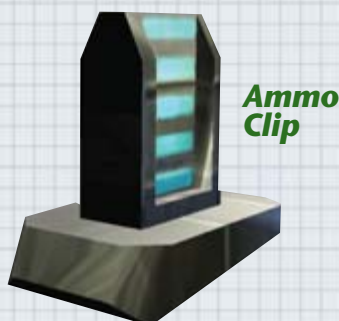
- Ammo Scavenger
- EMP Converter
- Fragmentary Round
- Glass Destabilizer
- Increased Damage
- Increased Range
- Refire Rate
- Silencer

Great for taking out many targets from a distance. It is a poor weapon for up close combat, or on a target moving around too much. **DS**

The alt-fire smart scope is essential for the sniper rifle to truly be effective. This allows you to zoom in and get a head shot on an enemy. **DS**



Preferred Config: Sniper Rifle with Silencer and Increased Damage (MW)



Ammo Clip

## Heavy Weapons

### Flame Thrower

Damage	7.5
Damage Type	Fire
Range	24 feet
Ammo	2
Refire	0.25 sec

### Alt-Fire: Napalm Glob

Damage	5/sec for 5.5 sec (includes travel time to target)
Damage Type	Fire
Range	48 feet
Ammo	8
Refire	0.25 sec

### Available Weapon Mods

- Ammo Scavenger
- Increased Damage

The main fire on this weapon inflicts decent damage, but requires a close range attack. This is better used to set objects on fire. It's not effective on bots or armored enemies. **DS**

Flame Thrower alt-fire napalm globe is perhaps the best little-known use of a weapon in the game — the

flame thrower alt-fire can disable an unarmored human enemy in one shot. However, the napalm takes a small amount of time to fully activate. The best use is to fire it on your



target, then retreat around a corner. Often, your target

will set nearby enemies on fire as well. A single shot can possibly take out several enemies over time. **DS**

### Rocket Launcher

Damage	60
Damage Type	Blunt (KB)
Range	500 feet
Ammo	10
Refire	2 sec

### Alt-Fire: Guided Fire

### Available Weapon Mods

- Ammo Scavenger
- Increased Range
- Refire Rate

A powerful shot that must be aimed carefully. It is a slow-moving shot, but if it hits, your target is going to feel the damage. **DS**

Rocket Launcher alt-fire guided fire is the more controlled version of the rocket fire. It allows you to control the direction of the rocket over great distances. This alt-fire is extremely useful against enemies that are in open areas. Note that while the rocket is being guided, you are vulnerable to attack. **DS**





## Grenades

All grenades are set to a short timer in regular mode. All grenades are set to detonate at first contact after thrown in alt-fire mode.

### Concussion Grenade



Damage 80  
Damage Type Blunt  
Radius of Effect 24 feet

**Alt-Fire:** detonate on first contact

Powerful explosive devices that can be thrown far. The regular fire mode allows them to bounce a bit even after hitting walls or enemies.

*Alt fire:* The grenade explodes on impact. This is great for taking out clusters of enemies or military bots. It takes a little practice to get used to aiming well, but is worth the trouble. **DS**

Wish you had a prox mine to place in a patrolling guard's path but you're plum out of 'em? Wait til the guard is at the far end of his patrol, drop (don't throw!) a concussion grenade in the near part of his route, take cover, and as he approaches, shoot the grenade with your pistol — KABOOM! **MW**

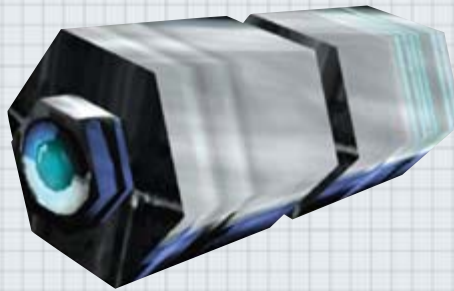
### Flash Bomb Grenade

Damage Type Flash  
Radius of Effect 24 feet

**Alt-Fire:** detonate on first contact



### EMP Grenade



Damage 50  
Damage Type EMP  
Radius of Effect 16 feet

**Alt-Fire:** detonate on first contact

Great for disabling security bots, cameras or turrets. It needs to discharge within range of the target to work, so take care when you release it.

*Alt-fire mode* allows for more control of the electrical displacement, exploding the grenade on impact. **DS**

### Gas Grenade

Damage 5  
Damage Type Knockout Gas  
Radius of Effect 24 feet

**Alt-Fire:** detonate on first contact

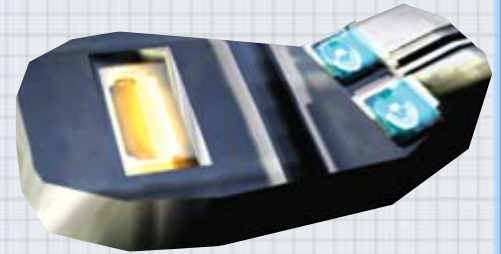
(Xbox only) Try to buy gas grenades from the Omar trader in North Medina, after having visited Antarctica, and with a full Inventory. Listen to what he says. **DS**



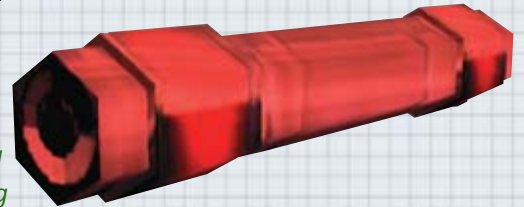
### Noisemaker Grenade

Effect Loud noise that lures or distracts enemies

**Alt-Fire:** detonate on first contact



### Phosphorus Flare Grenade



Effect Bright light

**Alt-Fire:** detonate on first contact

### Scrambler Grenade

Damage Type Scramble  
(scrambles enemy bots so that they attack their allies)



Radius of Effect 16 feet

**Alt-Fire:** detonate on first contact

### Spiderbomb Grenade

Effect Spiderbot

**Alt-Fire:** detonate on first contact

Best used for specific situations, as they are easily killed and explode when destroyed. **DS**

Use spiderbots on greasels. They are immune to the greasels' attacks. **TB**





## Mines



All mines are proximity-charged in regular mode. Any enemy who passes within range of the mine will detonate it. You cannot detonate it yourself, even by leaving and returning.

All mines are set to a 15-second timer in alt-fire mode.

### Concussion Mine

Damage 100  
Damage Type Blunt  
Radius of Effect 32 feet

Alt-Fire: 15-second delay

### EMP Mine

Damage 75  
Damage Type EMP  
Radius of Effect 24 feet

Alt-Fire: 15-second delay

### Scrambler Mine

Damage Type Scramble  
Radius of Effect 16 feet

Alt-Fire: 15-second delay

## CREATURE ATTACKS

The three creature attacks (Gray's Radiation, Greasel's Toxic Spit and Karkian's Bite) are listed with their respective creature's other stats.

## Unique Weapons

The unique weapons look identical to normal weapons (except for the Hellfire boltcaster's glowing orange bolt), but they're listed by name in the text description, either when you look at it in Inventory or pass your cursor over it while it's lying around. For example, when you move the pillow and the Toxin Blade is lying there on the bed, passing your cursor over it pops up the name "Toxin Blade," not "Combat Knife."

### Assassin Pistol

Found In Curio Shop above Trier tavern.  
Looks Like Ballistic Pistol  
Damage 10  
Damage Type Bullet (KB)  
Range 100 feet  
Ammo 3  
Refire 0.5 sec

Alt-Fire: Smart Scope

### Dragon Tooth Sword

Found In JC's sanctuary, on top of shelves in "Hong Kong" room  
Looks Like Energy Blade  
Damage 15  
Damage Type Edged (KB)  
Range 10

### Hellfire Boltcaster

Found In a balcony area of the main courtyard of Greenhouse. Will need acrobatics to reach it.  
Looks Like Boltcaster  
Damage 20  
Damage Type Fire  
Range 75 feet  
Ammo 10  
Refire 1 sec

Alt-Fire: Ranged

Range 1000 feet

### Red Greasel Hunter

Found Lower Seattle sewer area  
Looks Like Ballistic Pistol  
Damage 7  
Damage Type Bullet (KB)  
Range 50 feet  
Ammo 2  
Refire 0.3 sec  
Alt-Fire: Red Flashlight  
Effect Light only benefits AlexD  
Range 50 feet

### Toxin Blade

Found In Emerald, in the apartment next to Nassif's under a pillow  
Looks Like Combat Knife  
Damage 5  
Damage Type Edged  
Damage 3  
Damage Type Poison  
Range 8 feet

### Widowmaker SMG

The widowmaker holds steadier than other SMGs.

Found In Arcology 107-108, in a tunnel cubbyhole near the nanoformer bay behind arcing electricity (only after Antarctica)  
Looks Like SMG  
Damage 3/bullet  
Damage Type Bullet (KB)  
Range 50 feet  
Ammo 1  
Refire Rapid Fire  
Alt-Fire: Spiderbot  
Ammo 30



## Weapon Mods

### Ammo Scavenger

Increases the number of shots per ammo clip.

A weapon with the Ammo Scavenger mod uses only 75% as much ammo.

#### Available Weapons

- Ballistic Pistol
- Boltcaster
- Flame Thrower
- Mag Rail
- Rocket Launcher
- Shotgun
- SMG
- Sniper Rifle

*Best used on the weapon you fire the most; for me, that's the SMG. DS*

### EMP Converter

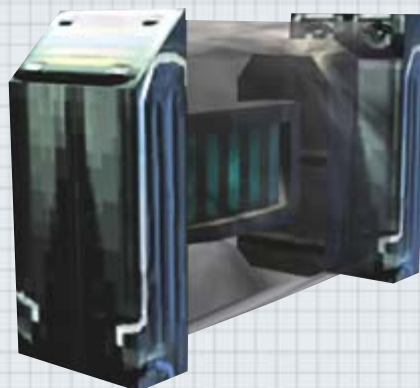
Charges shots with an electromagnetic pulse which damages bots, cameras and turrets. EMP shots drain more ammo.

A weapon with the EMP Converter mod adds 2 EMP damage per shot, but costs 3 more ammo per shot.

#### Available Weapons

- Ballistic Pistol
- Boltcaster
- Shotgun
- SMG
- Sniper Rifle

*This is best used on the SMG, for quick disabling of turrets, spiderbots or other bots. DS*



### Fragmentary Round

Causes shots from ballistic weapons to explode into fragments upon impact, inflicting radius damage.

A weapon with the Fragmentary Round mod adds 2 Blunt damage over a 6-foot radius.

#### Available Weapons

- Ballistic Pistol
- Boltcaster
- Shotgun
- SMG
- Sniper Rifle

*A good weapon to start with is the SMG with Fragmentary Round installed. Not only is it fun to use, it is extremely lethal against unarmored enemies, and doesn't cost much on ammo. MC*

*Limited effectiveness, perhaps best used on the ballistic pistol. DS*

### Glass Destabilizer

Vaporizes glass with ultrasonic vibrations – breaks the glass silently and does not trigger alarms wired to the glass.

A weapon with the Glass Destabilizer mod dissolves glass, at the cost of 1 ammo per dissolved window. It can't affect non-breakable glass.

#### Available Weapons

- Ballistic Pistol
- Boltcaster
- Mag Rail
- Shotgun
- SMG
- Sniper Rifle

*Best used on the boltcaster in my opinion, to allow for single-shot destruction of glass. You will keep the boltcaster through most of the game, and thus this mod too. DS*

### Increased Damage

Increases the damage inflicted by each shot fired.

A weapon with the Increased Damage mod inflicts 15% more damage per shot.

#### Available Weapons

- Ballistic Pistol
- Boltcaster
- Flame Thrower
- Mag Rail
- Shotgun
- SMG
- Sniper Rifle

*Best used on the SMG. DS*

ALLOWABLE MODS	AMMO SCAVENGER	EMP CONVERTER	FRAGMENT. ROUND	GLASS DESTABIL.	INCREASED DAMAGE	INCREASED RANGE	REFIRE RATE	SILENCER
Ballistic Pistol	+Ammo	EMP	Frag.	Glass	+Damage	+Range	+Refire	Silencer
Boltcaster	+Ammo	EMP	Frag.	Glass	+Damage	+Range	+Refire	Silencer
Flamethrower	+Ammo				+Damage			
Mag Rail	+Ammo			Glass	+Damage	+Range	+Refire	Silencer
Rocket Launcher	+Ammo					+Range	+Refire	
Shotgun	+Ammo	EMP	Frag.	Glass	+Damage	+Range	+Refire	
SMG	+Ammo	EMP	Frag.	Glass	+Damage			Silencer
Sniper Rifle	+Ammo	EMP	Frag.	Glass	+Damage	+Range	+Refire	Silencer



## (Weapon Mods, cont.)

### Increased Range

Increases the firing range of a weapon.

A weapon with the Increased Range mod can fire 50% farther. For example, a ballistic pistol (normal range, 50 feet) can fire 75 feet with this mod.

#### Available Weapons

- Ballistic Pistol
- Boltcaster
- Mag Rail
- Rocket Launcher
- Shotgun
- Sniper Rifle

*Best used on the rocket launcher, for alt-fire. You can shoot across very long open areas with it. DS*

### Refire Rate

Increases weapon refire rate.

A weapon with the Refire Rate mod can fire 25% faster. For example, a sniper rifle (refire rate 2 seconds) can fire every 1.5 seconds with this mod.

#### Available Weapons

- Ballistic Pistol
- Boltcaster
- Mag Rail
- Rocket Launcher
- Shotgun
- Sniper Rifle

*Best used on the sniper rifle, because you'll occasionally need to quickly fire a second time when trying to snipe an enemy. DS*

### Silencer

Dampens weapon sounds, including those of firing and impact. Once installed, will affect every shot fired from the weapon.

A weapon with the Silencer mod fires much more quietly; nearby enemies are less likely to notice where you are.

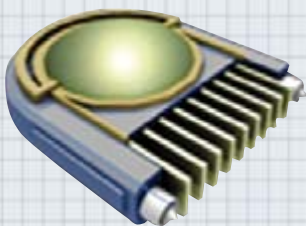
#### Available Weapons

- Ballistic Pistol
- Boltcaster
- Mag Rail
- SMG
- Sniper Rifle

*Put it on your primary weapon, although I would choose Increased Damage and the EMP Converter over this. DS*

## Other Items

### Energy Cell



Each energy cell will fully restore your energy, at which point it is completely consumed. If you use an energy cell while you still have 75% of your energy, you've pretty much wasted 75% of the cell's capacity.

You can stack up to 10 cells in a slot.



### Medkit

Each medkit restores 25 HP.

You can stack up to 10 kits in a slot.

### Fire Extinguisher

Each fire extinguisher is good for 3 shots. A fire extinguisher can put out fires (imagine that!) and also can be used to temporarily blind enemies.

You can stack up to 3 in a slot.



### Food and Drink

Consuming an item of food or drink (including soda) restores 8 HP. You can stack up to 50 food in a slot.

*An inventory stack of food is more efficient (figuring health amount by Inventory slot) than a stack of medkits. You can fill yourself nearly to full health more easily and quickly, and you can carry many more food items than medkits. MC*



#### Candy Bar



#### Chicken

#### Soda



#### Soy

Consuming wine, beer or cigarettes subtracts 4 HP.



#### Beer

#### Wine

#### Cigarettes



# Vulnerabilities

There are basically 11 types of damage in *Deus Ex: Invisible War*. They include:

Blunt	Collision
Bullet	Poison
Edged	Radiation
Electric	Fire
EMP	Knockout Gas
Stun	

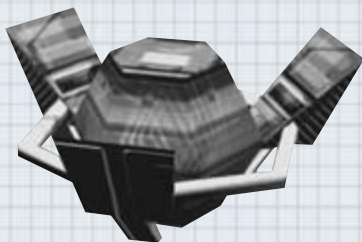
In addition, there are non-damaging Smoke and Flash attacks. Both obscure the vision of unarmored people, making it difficult for them to function for a short period of time.

Note that there aren't any weapons that inflict Collision damage. You get that from falling and running into things.

## Non-Lethal Damage

Stun and Knockout Gas are non-lethal attacks. They sap health points just as readily as lethal attacks, but anyone laid flat by a non-lethal attack is unconscious, not dead. If you fall to a non-lethal attack, you aren't dead either, but you might as well be — you've failed your mission.

So what's the difference? Some players prefer non-lethal means to lethal. And from time to time, an unconscious enemy is preferable to a dead one. In particular, the Health Leech Drone biomod can extract more resuscitation for you from an unconscious target than a dead one.



**Holocomm**

## Matching Weapons and Vulnerabilities

Not every weapon is effective against every opponent. In general, the more basic the weapon, the more likely it is to have an effect. Everyone and everything will feel a bullet. (Well, everything except an SMG against a turret.) On the other hand, the more exotic the weapon, the more likely it is to have the specific effect you need to get past a specific, formidable foe.

## Invulnerabilities

Some targets are invulnerable to certain types of attack. For example, you can't hurt any of the bots with Poison, Radiation, Stun, Fire or Knockout Gas. You can't hurt most humans with an EMP attack. (However, some of the power-armored humans are vulnerable to EMP ....)

## Resistances

Some targets take only partial damage from certain types of attack. For example, basic bots only take half damage from Blunt or Edged attacks. Your Energy Blade attack would normally inflict 10 points of damage; against a basic bot, it only inflicts 5 points of damage.

## Minimum Damage

Some enemies will not be damaged unless you overcome a specific damage threshold. For example, an AeroSecurity Bot can be hurt by Blunt damage, but only if you inflict more than 5 points in a blow. If you surpass the damage threshold, your target takes full damage. If you don't surpass the threshold, your target takes no damage.

And of course, many of your opponents combine resistances and minimum damage thresholds. For example, basic bots only take half damage from Blunt weapons. In addition, you have to inflict more than 5 points of Blunt damage for a basic bot to even feel it. If you attack a basic bot with 10 points of Blunt damage, that damage is first cut in half (by the resistance). Then it's compared to the minimum damage threshold of 5. You're not over 5, so your Blunt attack has no effect. Want to hurt a bot with your crowbar or riot control baton? Forget it.



**Softkey**



**Multitool**

You can stack up to 20 multitools in a slot.



# Enemies & Other NPCs

Vulnerabilities and how they function in *Deus Ex: Invisible War* are described above, in **Vulnerabilities**.

If a grenade is listed in an NPC's description, that NPC usually begins with a single grenade of that type. (The grenade selection is changed in a few specific situations.) It is available as loot if the NPC hasn't yet used it. Military and paramilitary NPCs have one partially depleted ammo clip. (Thugs and civilians don't.) And of course, you should be able to grab any leftover weapons that you want.

## Normal (Unarmored Human) Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	Full	3
Bullet	Full	
Edged	Full	
Electric	Full	
Poison	Full	
Radiation	Full	
Stun	Full	
Fire	Full	1.5
Collision	Full	11
Knockout Gas	Full	
Smoke	Yes	
Flash	Yes	

Often you'll come across large gas canisters, which can be placed near your organic enemies and then shot from afar to take them out with the resulting gas cloud. **MW**



**Datacube**

## General NPCs

### Civilian

*Flees or cowers when in danger*

Health Points 25

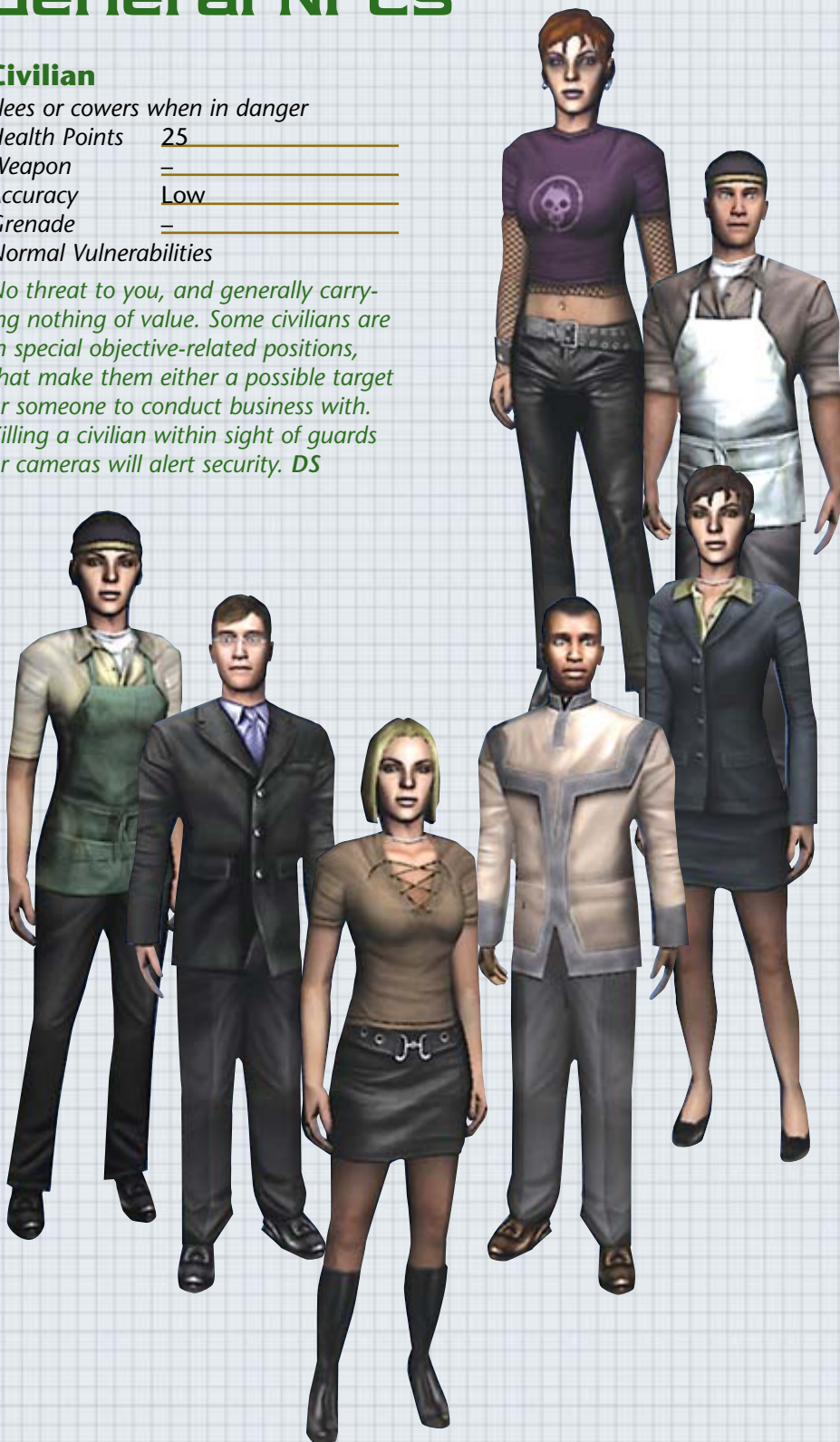
Weapon -

Accuracy Low

Grenade -

Normal Vulnerabilities

*No threat to you, and generally carrying nothing of value. Some civilians are in special objective-related positions, that make them either a possible target or someone to conduct business with. Killing a civilian within sight of guards or cameras will alert security. **DS***





## Illuminati Elite



Cloak self-destructs, emitting toxic gas when Illuminati near death.

Health Points	100
Weapon	Mag Rail
Accuracy	Best
Grenade	EMP

### Illuminati Elite Vulnerabilities

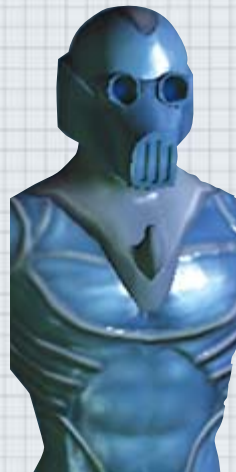
TYPE	DAMAGE	MINIMUM
Blunt	Full	4
Bullet	Full	
Edged	Full	
Electric	Full	
EMP	1/10	
Radiation	Full	
Stun	Full	
Fire	Full	1.5
Collision	Full	11
Knockout Gas	Full	
Flash	Yes	

*Illuminati Elite* – These can be effectively gassed with boltcasters. They are more resistant to fire, but two napalm blasts will set them fully on fire. They carry a mag rail, whose shots are easy to side-step. When these die, they release a toxic cloud — killing from a distance is best. **DS**

## Omar Protector

Health Points	75
Weapon	Mag Rail
Accuracy	High
Grenade	EMP
Omar Vulnerabilities	

*A tougher Omar who will instantly react to any attack against the Omar trader he is protecting. Omar protectors are generally not worth fighting. DS*



## Omar Trader

Health Points	50
Weapon	Boltcaster
Accuracy	Average
Grenade	Spiderbomb
Omar Vulnerabilities	

*These can provide useful black market biomod items, and can offer a discount if you perform a service for them. They cannot be set on fire, and are generally not worth fighting. Attacking one of them anywhere will nullify discounts you would get with any other, since they are linked. DS*

## Omar Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	Full	4
Bullet	Full	
Edged	Full	
Electric	Full	
EMP	1/2	
Radiation	1/2	
Stun	1/2	
Collision	Full	11

*Remember that the Omar are immune to fire. MC*

## Order Seeker



Health Points	60
Weapon	Ballistic Pistol
Accuracy	Average
Grenade	EMP

### Normal Vulnerabilities

*These are somewhat weaker than an SSC guard. DS*



## SSC Cop



Health Points	60
Weapon	SMG
Accuracy	Average
Grenade	EMP
Normal Vulnerabilities	

Use the same tactics as you use against WTO troopers. **DS**



**Binoculars**

## Templar (Standard)

Health Points	60
Weapon	Shotgun
Accuracy	Average
Grenade	Spiderbomb
Normal Vulnerabilities	

There are two good tactics against standard Templars. You can use SMG alt-fire from a distance to stun them, then regular fire to kill. Or you can use flame thrower alt-fire (napalm) once on them and then hide while they burn, if up against only one or two. Three bolt-caster bolts and then hiding around a corner has the same general effect as napalm, but be sure to not attack guards within visual range of cameras. **DS**

## Templar (Arctic)

Health Points	60
Weapon	SMG
Accuracy	Average
Grenade	Concussion
Normal Vulnerabilities	

Templar (Arctic) Many of these can be seen from a distance. Using sniper rifle alt-fire or boltcaster alt-fire works well.

If your target carries a flame thrower, then back up and use distance weapons. **DS**



## Templar (Power Armor)

Will explosively self-destruct when near death or unconscious.

Health Points	100
Weapon	Rocket Launcher
Accuracy	Best
Grenade	Concussion

### Templar (Power Armor) Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	3/4	5
Bullet	1/2	1
Edged	3/4	1
Electric	Full	
EMP	3/4	
Collision	1/2	11

An EMP attack is much more effective against power armor than are explosives or bullets. **MC**



Armored Templars cannot be poisoned by boltcaster or gas canisters, and cannot be set on fire. They explode for a great deal of damage upon death, so they should be killed from a distance. **DS**

The best weapon to use against Templar Power Armor is the mag rail. Alternate between alt-fire and primary fire to take them down even faster. Also, the combination of mag rail alt-fire and the Vision Enhancement bio-mod allows you to take them out through walls. **DK**

An Aggressive Defense Level 3 biomod is very effective against a Templar in power armor, shooting down his rockets. A Spy Drone Level 3 biomod is also effective. Just below that is a rocket launcher or an EMP-powered SMG. Grenades and mag rails can work against them, but they have a tendency to side-step out of the way of these. **DS**

If you have the Electrostatic Discharge biomod and use a melee weapon on a powered armor Templar, the self-destruct explosion on death can take you out. Watch his health bar and when he gets really low back off and finish him from a distance. **SP**



## Thug

Health Points	60
Weapon	Varies
Accuracy	Low
Grenade	Varies
Normal Vulnerabilities	

Thug - In Upper Seattle, you can choose to let Seattle security clean thugs up for you. During the talk with the thugs, choose "You're messing with the wrong person, punk." This will cause the thugs to attack. When the conversation ends and the thugs attack, run back to the WTO guards. The Aerobot and the security guards will take care of these pests for you. **DS**



## WTO Trooper



Health Points	60
Weapon	Ballistic Pistol
Accuracy	Average
Grenade	Concussion
Normal Vulnerabilities	

Boltcaster fire works well against WTO Troopers. You can also employ SMG alt-fire to blind, then regular fire to kill. With Strength Enhancement Level 3, the energy blade also works well. **DS**

It is always better if you can remove the threat from a safe distance. They can be set on fire, so flame thrower alt-fire is great (but will attract attention). These guys are often found in pairs or more, so be careful that one does not run to the alarm switch. **DS**



# Specific Characters

## Billie Adams

Health Points	<u>200</u>
Weapon	<u>SMG</u>
Accuracy	<u>Best</u>
Grenade	<u>EMP</u>
Normal Vulnerabilities	

If you have to attack Billie in Antarctica, the best way to kill her is to drop six or seven spiderbots upon first entering the map where you fight her. After your conversation with her, she will attack. Step back and let the spiderbots distract her as you use weapons. (I prefer an SMG here.) DS

If you don't have spiderbots in Antarctica, then run from her and get some distance as the fight starts. Try to use an EMP grenade on her spiderbots and then SMG alt/regular fire. She moves too much for a high-probability sniper-headshot. Do not enter the lower area on the map where you fight her, as there are two rocket turrets down there. Billie will try to get closer to you to start shooting. Distance is key, or rapid energy blade attacks with Strength Enhancement Level 3. DS



## Silas Archer



Health Points	<u>25</u>
Weapon	<u>Varies</u>
Accuracy	<u>Average</u>
Grenade	<u>Varies</u>
Normal Vulnerabilities	

## JC Denton

Health Points	<u>300</u>
Weapon	<u>Varies</u>
Accuracy	<u>Best</u>
Grenade	<u>Varies</u>
Normal Vulnerabilities	

JC Denton is best killed from a distance, either with rocket launcher alt-fire or a sniper rifle. He does stand still long enough for a head shot, but he is protected by turrets and bots and other annoyances. He has a lot of hit points. DS



## Paul Denton

Health Points	<u>200</u>
Weapon	<u>Rocket Launcher</u>
Accuracy	<u>Best</u>
Grenade	<u>EMP</u>
Normal Vulnerabilities	



Paul carries a heavy weapon, so up close melee is very difficult. Like JC, he has his protectors. The best method against him is sniper rifle head shots, and rocket launcher alt-fire. Grenades also work well on both of the Dentons and their protectors. DS



## Nicolette DuClare



Health Points 100  
 Weapon Varies  
 Accuracy Average  
 Grenade Varies  
 Normal Vulnerabilities

## Chad Dumier



Health Points 100  
 Weapon Varies  
 Accuracy Average  
 Grenade Varies  
 Normal Vulnerabilities

*The best way to attack Chad is with rocket launcher alt-fire or grenades. DS*

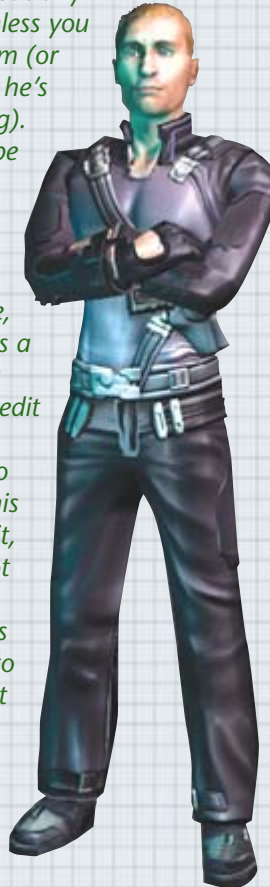
## Leo Jankowski

Health Points 200  
 Weapon Flame Thrower  
 Accuracy Best  
 Grenade Concussion  
 Normal Vulnerabilities

*Leo is friendly to you by default, and not a threat anywhere unless you attack him (or someone he's protecting).*

*Leo can be used to help kill enemies later in the game, and offers a goal that pays a credit reward.*

*When Leo obtains his Omar suit, he cannot be set on fire and is tougher to kill — not that you would need to. DS*



## Klara Sparks

Health Points 200  
 Weapon SMG  
 Accuracy Best  
 Grenade EMP  
 Normal Vulnerabilities

*Klara will protect Leila Nassif to the death. Use SMG or an energy blade plus Enhanced Strength. She does not stand still enough to get a good sniper shot on her. Proximity concussion mines can work here, if positioned properly depending on the situation. DS*



## Tracer Tong

Health Points 100  
 Weapon Mag Rail  
 Accuracy Best  
 Grenade Concussion  
 Normal Vulnerabilities



# Non-Humans & Creatures

## Gray

Health Points	75
Weapon	Radiation
Accuracy	Average

### Gray's Radiation Attack

Damage	15
Damage Type	radiation
Range	8 feet
Refire	1 sec

### Gray Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	Full	2
Bullet	Full	
Edged	Full	
Electric	Full	
EMP	1/10	
Poison	Full	
Stun	Full	
Fire	Full	
Collision	Full	11
Knockout Gas	Full	
Smoke	Yes	
Flash	Yes	

Greys begin the game non-aggressive unless attacked. The energy blade and SMG work well on them if you do end up fighting one.  
**DS**

## Greasel

Health Points	30
Weapon	Toxic Spit
Accuracy	Average

### Greasel's Toxic Spit

Damage	4/sec for 5 sec
Damage Type	Poison
Range	8 feet
Refire	2 sec

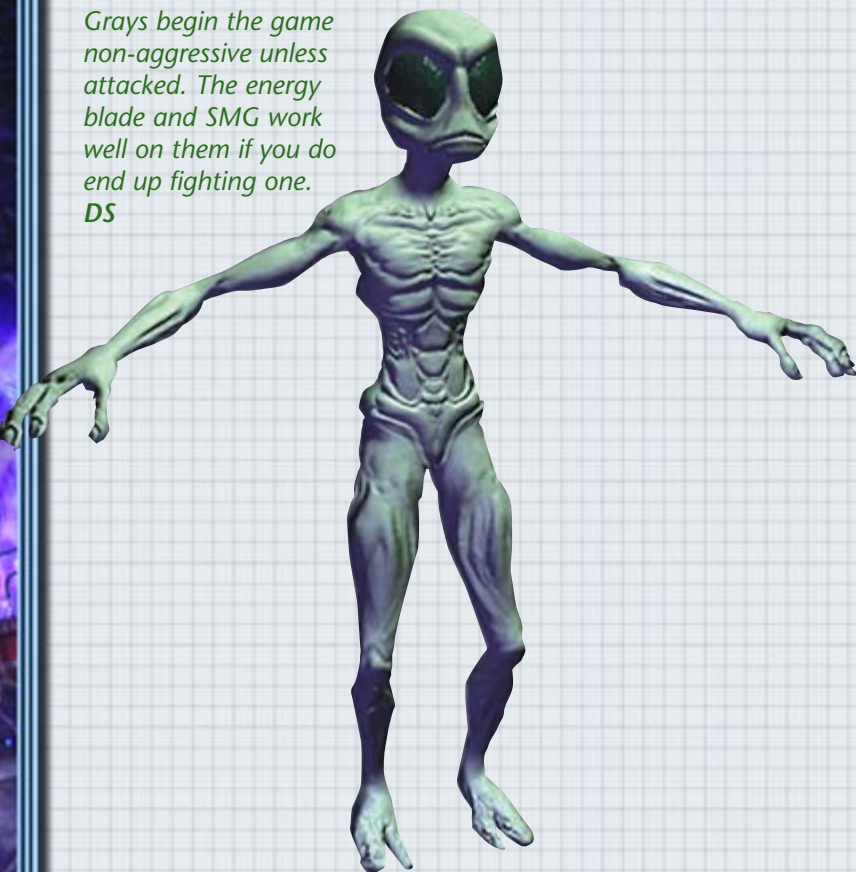
### Greasel Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	Full	
Bullet	Full	
Edged	Full	
Electric	Full	
EMP	1/10	
Radiation	Full	
Stun	Full	
Fire	Full	
Collision	Full	11
Knockout Gas	Full	
Smoke	Yes	
Flash	Yes	

The perfect nemesis for greasels is a spiderbot — the greasels' toxic spit attack doesn't hurt the spiderbot. **MW**

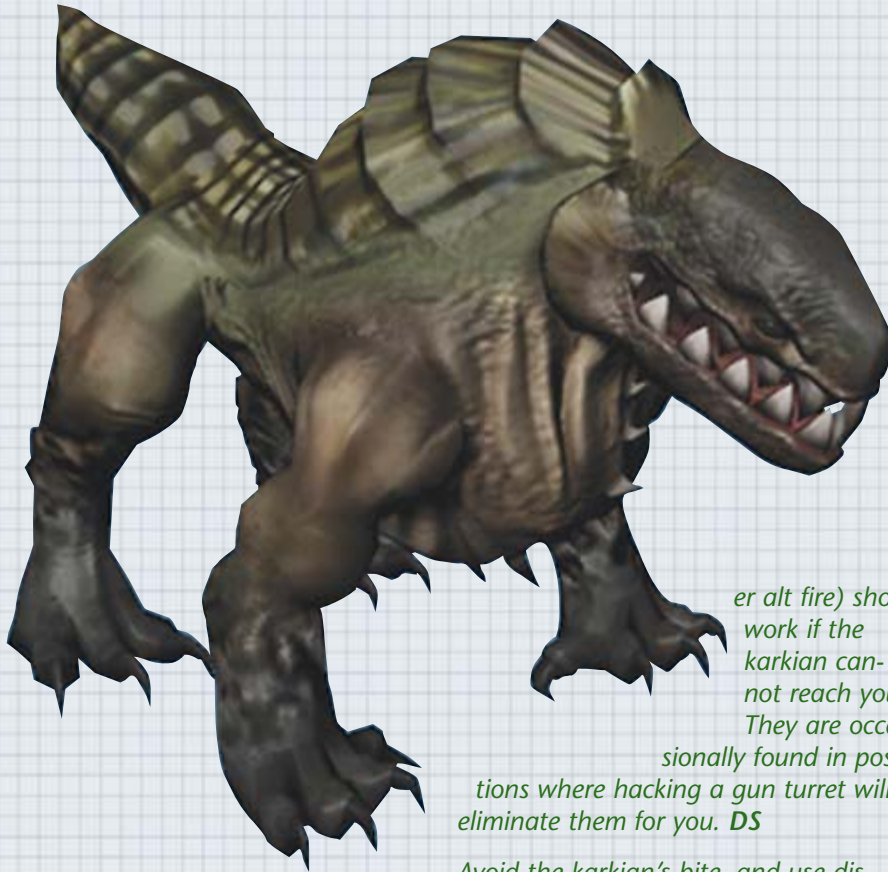
Greasel – Use a spider grenade against these; the spiderbot will always win. Hazard Drone Level 3 will reduce poison attack damage to zero. **DK**

Greasels' poison spit hurts. Use sniper rifle alt-fire or a boltcaster to kill them from a hidden distance. Try to stay out of range of their spit if possible. They pursue you rather diligently, and respond quickly to disturbances around them. **DS**





## Karkian



Health Points	100
Weapon	Bite
Accuracy	Average

### Karkian's Bite

Damage	25
Damage Type	Blunt
Range	8 feet
Refire	1 sec

### Karkian Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	Full	2
Bullet	Full	
Edged	Full	
Electric	Full	
EMP	1/10	
Radiation	Full	
Stun	Full	
Fire	Full	
Collision	1/2	11
Knockout Gas	Full	
Flash	Yes	

Karkian are very aggressive and their bite hurts a lot. Try to fight them from a distance, across gaps if possible. Boltcaster or two napalm (flame throw-

er alt fire) shots work if the karkian cannot reach you. They are occasionally found in positions where hacking a gun turret will eliminate them for you. **DS**

Avoid the karkian's bite, and use distance weapons. Two alt-fires from a flame thrower or several boltcaster darts work well. These enemies cannot cross holes in the floor. **DS**

Mantle up on top of something where the karkian can't bite you, then pick him off with a ranged weapon. Like shooting fish in a barrel. **SP**



## Cat, Pigeon, Rat & Penguin



Health Points	5
---------------	---

### Critter Vulnerabilities

TYPE	DAMAGE
Blunt	Full
Bullet	Full
Edged	Full
Electric	Full
Poison	Full
Radiation	Full
Stun	Full
Fire	1/2
Collision	Full
Knockout Gas	Full



Cats, rats, birds and penguins will burn forever. **DS**

Always remember — greasels, bots and karkians don't have opposable thumbs! Which means they can't open doors. Which means you can lead one into a room or hallway, shut the door behind it, and trap it out of your way. **MW**



# Combatant Bots

## AeroSecurity Bot



Health Points 50  
Weapon SMG  
Accuracy Average  
Standard Bot Vulnerabilities

Aerosecurity bots have a shorter range for noticing aggressive actions, but once provoked they do consistent damage. They explode upon full destruction, so some sort of EMP shot is better. They can assist with aggressive thugs in Seattle. DS

## Hunter-Seeker Bot



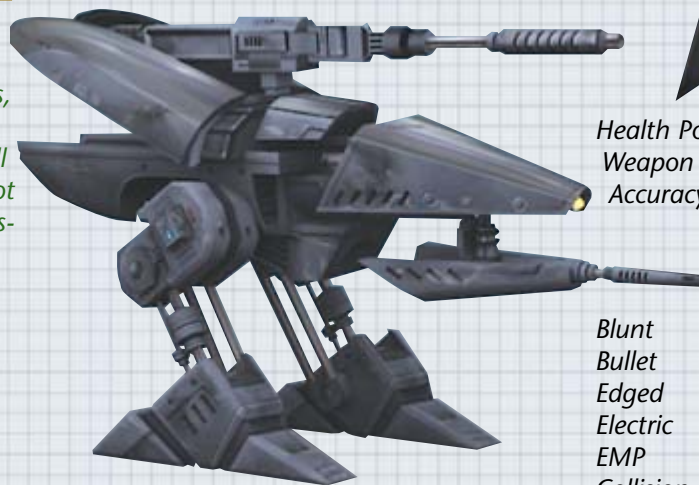
Health Points 75  
Weapon Shotgun  
Accuracy Average

### Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	3/4	5
Bullet	1/2	1
Edged	3/4	
Electric	1/2	
EMP	Full	
Collision	1/2	11

The best weapons against hunter-seeker bots are EMP weapons (EMP grenades, mag rail alt-fire, weapons with an EMP Converter mod). The Spy Drone biomod also works against these, Level 3 being especially effective. DS

## Military Bot

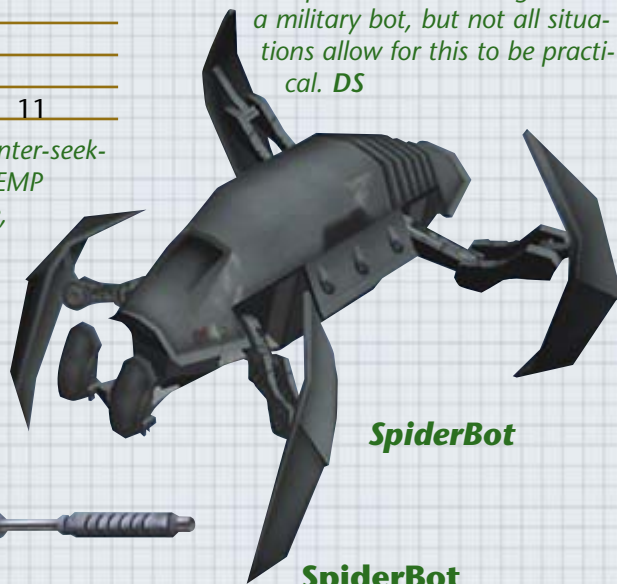


Health Points 150  
Weapon Rocker Launcher  
Accuracy High

### Military Bot Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	1/2	5
Bullet	1/4	1
Edged	1/2	5
Electric	1/2	
EMP	Full	
Collision	1/2	11

Spy Drone Level 3 is best and safest against military bots overall. Rocket fire works well, but these bots are very good at acquiring their target and returning fire. They have a lot of hit points, so EMP attacks are essential. The Bot Domination biomod allows you to deal out quite a bit of damage with a military bot, but not all situations allow for this to be practical. DS



## SpiderBot

### SpiderBot

Health Points 25  
Weapon Electric/EMP  
Accuracy Average

### SpiderBot Vulnerabilities

	DAMAGE	MINIMUM
Blunt	3/4	5
Bullet	3/4	
Edged	3/4	5
Electric	1/2	
EMP	Full	
Collision	1/2	11

EMP grenades work well against spiderbots, but there are too many in the game to stop with EMP grenades exclusively. I would recommend using an SMG with an EMP Converter, or sniper shot from long distance. They explode for damage, when destroyed. They can be safely EMP disabled with EMP, but will still explode if hit after that. DS

Most bots are no threat at all. However, even the most benign can be dominated for interesting situations. DS



## Non-Combatant Bots

### Standard Bot Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	1/2	5
Bullet	1/4	
Edged	1/2	
Electric	1/2	
EMP	Full	
Collision	1/2	11

### MedBot

Health Points 25  
Standard Bot Vulnerabilities



Medbot fully restores health, as long as you remain within range of the bot during repair. DS

## NOTE

All bots explode when destroyed. If you disable a bot (say, with EMP) and then hit it for a single point of damage, it is destroyed and explodes. And note that if you have dominated a bot, it, too, is disabled when you release it.

### RepairBot



Health Points 25  
Standard Bot Vulnerabilities

Repairbot fully restores energy level, as long as you remain within range of the bot during repair. DS

### Medbots & Repairbots

When you come across a medbot or a repairbot, take advantage of the "free gameplay" they provide. You can be a bit reckless and freewheeling, since you don't need to be too conservative.

For example, when you're near a medbot, use melee weapons to take down your enemies. Even if you get hurt, you can simply go back and heal up for free without spending your precious bio energy or using any medkits in your Inventory. This also allows you to conserve ammunition.

And when you're near a repairbot, use your biomods freely. You'll be able to recharge your bio energy over and over and not have to use up any supplies. If you have Regeneration or Health Leech, use melee attacks on your enemies, regenerate, and then replenish your energy with the repairbot. Again, this conserves your ammunition. MW

### CleanerBot



Health Points 25  
Standard Bot Vulnerabilities

A cleanerbot is a non-aggressive bot. It can be dominated for spy usage, but otherwise serves no combat purpose. DS

### NanoformerBot



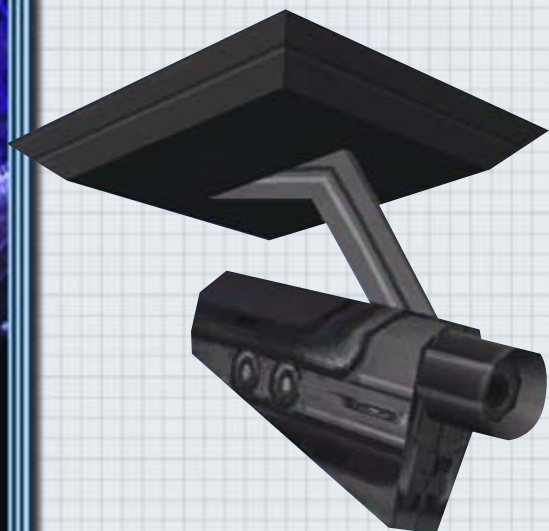
Health Points 25  
Standard Bot Vulnerabilities

Nanoformer bots can be used to clean out toxins or distribute nanites to the atmosphere. They are non-aggressive and serve no combat purpose. DS



# Security Cameras & Turrets

## Security Camera



Health Points 25

### Security Camera Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	1/2	5
Bullet	1/2	
Edged	1/2	5
EMP	Full	
Collision	Full	11

Use obstructions like chairs and couches to hide from their field of view. You can also stand directly under one and remain out of its field of view, allowing you to use a multitool on it unhindered. Shooting one will instantly sound the alarm, so either sneak under it or use an EMP grenade or mag rail alt-fire to disable it before it sounds the alarm. The Thermal Masking biomod hides you from its view, but the camera remains active. **DS**

Use multitools to disable cameras quietly. Attacking them will cause them to sound the alarm. **MC**

If you can get directly under a security camera without it spotting you, you can remain there undetected while hacking or attacking it. **SP**

## Turret (SMG)

Health Points 50

Weapon SMG

Accuracy High

Turret Vulnerabilities

It's best to use an EMP or concussion grenade on these, or an SMG modified with an EMP Converter. They explode when fully shut down, so distance is needed. If possible, hack into the nearby controlling security panel and disable or take control of them. They work well against enemies. **DS**

### Turret Vulnerabilities

TYPE	DAMAGE	MINIMUM
Blunt	1/2	5
Bullet	1/4	1
Edged	1/2	5
Electric	1/2	
EMP	Full	
Collision	1/2	11



Turret (SMG)



Turret  
(Flame Thrower or  
Rocket Launcher)

## Turret (Flame Thrower)

Health Points 50

Weapon Flame Thrower

Accuracy Average

Turret Vulnerabilities

Use the same tactics as for an SMG turret, except that flame thrower turrets cannot fire past a certain distance so are more easily disabled. **DS**

## Turret (Rocket Launcher)

Health Points 50

Weapon Rocket Launcher

Accuracy Average

Turret Vulnerabilities

Use the same tactics as for an SMG turret, except that a rocket launcher turret causes much more damage and is more difficult to approach. When dominated, an RL turret works very well against enemies. **DS**

If you have Electrostatic Discharge at Level 3, security turrets and bots can be deadly allies. If you plan on scrambling these machines to do your bidding, it's smart to carry a combat knife or riot control baton to use on them, since you don't want to hurt your ally too much during the hit that scrambles it. **MW**



# Walkthrough Introduction

*Deus Ex: Invisible War* is designed to be an extremely open-ended game. Other than a rather small and very specific list of things that you have to do to move on from mission to mission, you can pretty much go anywhere and do anything you like.

This walkthrough shows one way to get through the game. It's definitely not the only way, and it's not necessarily the best way for you. It is, however, designed with two things in mind:

**1. Inclusiveness.** In this walkthrough we try to show you how to receive and accomplish each objective in the game. We also try (especially in the earlier missions) to point you towards significant finds like new weapon types and biomod canisters.

**2. Efficiency.** We try to move you through the game world as efficiently as possible, with a minimum of going back and forth between areas you've already visited. Some of this back and forth is inevitable, of course (you'll receive an assignment, go somewhere else to accomplish it, then return for your reward), but we've tried to come up with a path through the game that allows you to visit each location a bare minimum of times.



We've made a deliberate effort to avoid assuming anything about your character's priorities, morality or allegiances throughout the game, but we do make the assumption that recurring characters will not be killed by your character unless circumstances clearly call for it. This is simply the best way to cover as many contingencies in the game as possible, for walkthrough purposes. So, if you decide to kill off characters like Her Holiness or Klara Sparks just because the game gives you an opportunity to do so, expect some discrepancies from the events in this walkthrough.

Finally, we draw your attention to many interesting places and profitable resource caches in the game, but by no means does this walkthrough cover all of them. As you progress along this walkthrough, you're strongly encouraged to take the time to explore each new area thoroughly, whether we specifically tell you to go somewhere or not.

**Objectives.** There are two sorts of objective in the game. Primary objectives are goals that you must accomplish to finish the mission. Note, however that some times you'll have two primary objectives that are mutually exclusive — for example, several times throughout the game you will have two (or more) primary objectives that require you to get to a certain character and either aid them or assassinate them. The important thing in such cases is that you make your own choice between objectives.

Secondary objectives are not necessary to complete the game. Some of them can make it much easier for you to finish the game, while others just offer a way to earn a few extra credits or find out a bit more about the world.

Throughout this walkthrough, we've shown where you receive an objective by that objective's name in a green box ...

**1-8. Tarsus Assault —  
Go to the Biomod Lab**

We've shown where you complete the objective by that objective's name in a red box ...

**1-8. Tarsus Assault —  
Go to the Biomod Lab**

Sometimes, when it's possible to fulfill an objective pretty much immediately, we use a half green/half red box to show that you can receive and fulfill the objective in the same place ...

**1-8. Tarsus Assault —  
Install Biomods**

We've assigned tracking numbers to each objective, to help you track your progress. For example, the third primary objective in mission 2 receives the number 2-3. Secondary objectives are shown with a lower-case "s" in the tracking number, for example 1-s3. Some objectives are multi-part, for example performing an action, and then collecting the reward for that action. In such a case the tracking number for the original action might be 3-s2, and the follow-up would be 3-s2b.

## NOTE

The currency of the world of *Deus Ex* is credits. Cash amounts throughout this walkthrough are shown as (for example) cr200 to indicate 200 credits.



## Are you listening in Seattle?

Is there a connection? I mean – between the Tarsus experiments and the initial biomod research?

Not that I know of, but Dr. Nassif did give me a strange reply when I mentioned the Dentons.

How so?

She said that in the life sciences one should never be surprised when the snake swallows its own tail.

You owe this search for true Order not only to yourself, but also to your fellow humans. There is a Fard bi al-Kifayah, or collective duty. You are bound to search and bring the search to others so that all may reach deeper understandings and peace.

You must strive with your meditations to become a pandita. Our Hindu brothers originated this goal, that of becoming one who is liberated or self-aware. Through this inward reflection, you can liberate yourself from chaos and disorder.

Unlocking your sabr can also help you achieve greater Order. As the Muslims before you who revered this attribute, you must be steadfast and

you must be patient. Sometimes the Search will be difficult. Obstacles within yourself and people who do not understand may stand in your way. Self-discipline and faith will keep you on the path.

My Seekers, you must activate your Kundalini, or your spiritual energy. As you purify your spirit in your search for true order, it will ascend from one spiritual center, or chakra, in your bodies to another. As it reaches your higher chakras, you will gain new insights, bringing your lives into deeper Order.

It's not that complicated. Some people build things up – other people try to tear them down. If it wasn't for joining the WTO, Seattle would still be a post-Collapse fishing village. Most cities are begging to be incorporated. It's just a handful of rejects that badmouth the Charter System. The critics start singing a different tune as soon as they get a chance to live in an enclave. It's a plain fact. The WTO has meant more jobs and more access to other WTO cities' industries.

I wanna join. Sign me up. The Knights Templar make very strict demands on their members.

That don't scare me. I've been gettin' in trouble since the day I was born.

Doctrinal demands. You must renounce all body-modification, nanotech, genetic, cybernetic – everything. And you must be ready to destroy the transgressors.

Can't afford any of that feeb medicine anyway.

We don't want simple mercenaries. We want brothers who withhold their tissues from WTO entrepreneurs, who likewise affirm that the Order Church's doctrine of self-improvement cleverly implies modification, materialism, everything that the church's founders abhorred.

Hell, I'll second that.

You sound sincere. I will discuss the matter with the captain.

This stuff at Tarsus today just proves my point – the Order needs to be banned from WTO grounds.

What about freedom of religion?

That's no religion, that's a cult. They lure weak-mind-



ed people to their meetings, then brainwash them into terrorists.

Some of my friends go to those meetings and say they're not militaristic at all. It's all harmless mumbo-jumbo as far as I'm concerned.

Did the attack on Tarsus seem harmless to you? These people are crazy and they need to be dealt with.

What's the WTO's stake in ApostleCorp?

ApostleCorp made your biomods. I'm not blaming you, but the technology diverges wildly from Piezochem biomods, the only ones approved for sale.

You're investigating this ApostleCorp for patent infringement?

Market disruption. The genius of the ApostleCorp product is that it restructures any host's DNA to tolerate biomodification, whereas the standard infusions work for only one in twenty patients. ApostleCorp could go commercial and devastate biomod prices.

In other words, you want modified people to hold their value, like real estate.

You will understand ... We can sense it. We may dif-

fer from your kind, but we do not deserve this caging. We are not beasts to be used for science. ... These scientists will be made quiet permanently. They will end once we are free. ... Always watching us, hurting us. Free us from this cage. ... They will pay for their trespassing. ... We want to return to our kind. No more pain and experiments. ... Closer to home now. ... Your science is too cruel. ... Silence is coming.

But I TALKED to Mr. Paladin, one-on-one. He laid it all out, straight up.

Uh-huh ...

The Templars STAND for something, you know? It's ancient, it's philosophy, and it scrip's the paps off all that Her Holiness love an' meditate an' mumble to yourself.

These guys are mercenaries. They pitch whatever creed their boss tells them to.

You just haven't ever really STUDIED the Knights Templar. They have the same basic ideas as the Order Church, but they believe it, they fight for it, and they don't rip off a bunch of other religions.

Her Holiness wants to bring everyone together. It's called koinonia – fellowship and communica-

tion. Yeah, koinonia ... I think it's Greek.

You seekers are just little parrots, cheep-cheep-cheep, repeating a new batch of words every week.

As the city of Trier gears up for the Order-WTO summit, Vera Maxwell, Executive Commander of the SSC, has personally taken control of setting up security for the event. In an interview with the World News Network, she had this to say:

"This is an historic moment that the SSC is proud to be a part of. To demonstrate our commitment to making this a safe and productive meeting, I am flying to Trier myself to ensure that everything goes according to plan."

So, as the leaders of two of the world's most influential and powerful organizations prepare to make history, they will not need to worry about security concerns.





# Mission 1 – Seattle

## Tarsus Academy



① You wake up in a strange bedroom. You're locked in. Somewhere in the building, explosions are going off. This is going to be one of *those* days, isn't it? The first thing you need to do is go activate (select) the Holocomm unit on the desk. Leila Nassif will speak to you through the unit. She tells you she's prepared a map for you and stored it in your footlocker.

### 1-1. Tarsus Assault — Get Map

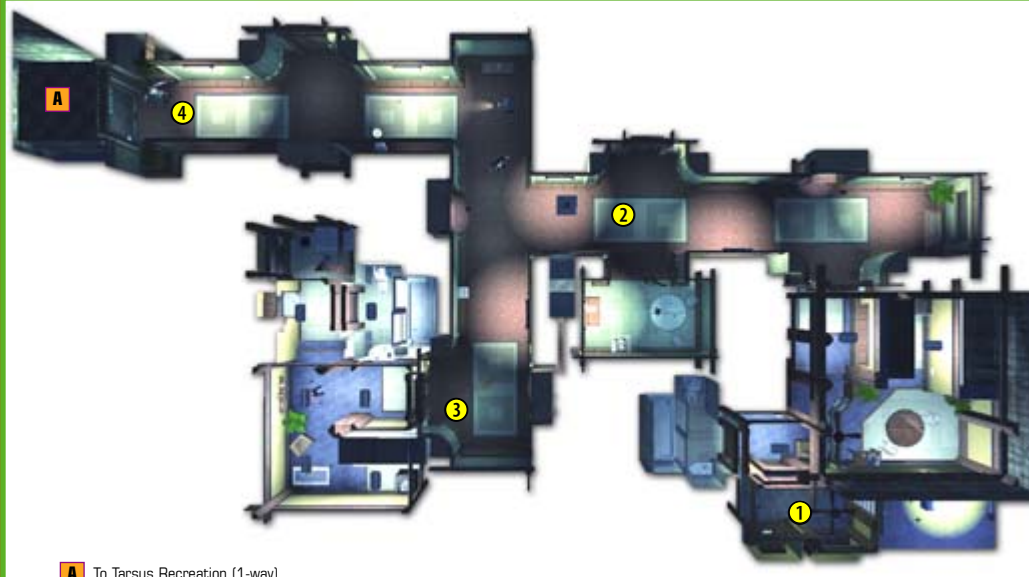


Just open up the footlocker and select the datapad to load Nassif's map into your Datavault. When you do, she unlocks the bedroom door and tells you to drop by the apartment of your Chicago school chum Billie Adams.

You can pick the basketball up and toss it around, but you can't take it with you out of the apartment area. There's a pair of binoculars in the room that you can snag, and some food (a Montebites! bar on the desk and some soy in the 'fridge).

### 1-1. Tarsus Assault — Get Map

### 1-2. Tarsus Assault — Meet Billie



A To Tarsus Recreation (1-way)

## TARSUS APARTMENTS



② You're no sooner out in the hall, when an explosion blows out an air vent grille, killing a passing SSC Guard. Yep, definitely one of those days. Grab the guard's ammo clip as you pass; you'll need it later.



You can stop and talk to the janitor, if you want to. But he's even more freaked out than you are.



③ When you find Billie's apartment (and remember, you have a map) use the intercom (the button on the left side of the door) and she'll let you in. Talk to Billie multiple times to find out where her head is at. After your visit with Billie, Dr. Nassif will contact you and order you to come see her on the recreation level. Billie won't mind if, before you leave, you raid her kitchen for any supplies.

### 1-2. Tarsus Assault — Meet Billie

### 1-3. Tarsus Assault — Report to Dr. Nassif

## TIP

Fallen military or paramilitary combatants — friend and foe — will drop partially depleted ammo clips when they die. (Thugs and some Order Seekers don't.) It's a good idea to get in the habit of grabbing as many of these partial clips as you can. Unfortunately, they often show up under the bodies that dropped them, so you're going to have to do a lot of dead-body-tossing throughout the game.



## TIP

After conversations with NPCs, it is often possible to click on them again for another conversation. You can miss important information if you only click on an NPC once. Even the "barks" from NPCs (the short statements that don't require a cut-scene to play) can be interesting. As a rule of thumb, whenever you speak to NPCs, keep clicking on them until they start repeating "barks."



There's a news terminal in the hall, which will give you a bit more information about what happened in Chicago. You can also find a snack machine and a soda machine in the public areas of the dormitory.



④ Another SSC guard is stationed at the elevator. He's understandably a little edgy, and he'll give you some attitude if you try to talk to him, but he has no problem with you taking the elevator to the recreation level.



⑤ As you get off the elevator, you'll find Dr. Nassif in a locked office to your left. She'll talk to you through the window. She suggests you go meet your new classmates Leo and Klara.

**1-3. Tarsus Assault — Report to Dr. Nassif**

**1-4. Tarsus Assault — Meet Klara**

**1-5. Tarsus Assault — Meet Leo**



⑥ Klara's just down the hall, by the water cooler. Remember to talk to her multiple times.

**1-4. Tarsus Assault — Meet Klara**



⑦ Leo's running laps on the track. When given a choice of responses, you'll keep him friendliest if you massage his ego a bit. Once you've introduced yourself to both Leo and Klara, explosions go off and the lights start to flash. Nobody is pretending the situation is normal anymore. As warnings of an enemy attack blare over the intercom, Dr. Nassif tells you that there's useful equipment waiting for you in your locker in the gym on the lower level.



**A** To / From Tarsus Apartments

## TARSUS RECREATION

**1-5. Tarsus Assault — Meet Leo**

**1-6. Tarsus Assault — Get Equipment \***

\* Only given if you've met both Leo and Klara.



Go down the stairs, cross the basketball court and enter the locker room.



⑧ The lockers are all labeled. Open yours and take the pistol, medkit, multitool and riot control baton left there for you. Klara's

and Billie's lockers are locked, but you can see the contents through the windows, and if you want to you can use your multitool to open one or the other. Leo has foolishly left his locker unsecured, and you'll need the ammo clips he left there for you. About the time you get to your locker, the lights will ominously go out. Dr. Nassif contacts you and tells you to get out of the facility.

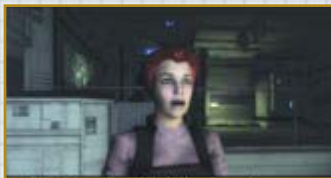
**1-6. Tarsus Assault — Get Equipment**

**1-7. Tarsus Assault — Leave the Facility**



When you get back to the locker room entrance, an SSC Guard will warn you that one of the terrorist invaders — a "seeker" from the Church of the Order — is approaching across the gym. You can help the guard, or use her for cover while you sneak past the seeker.



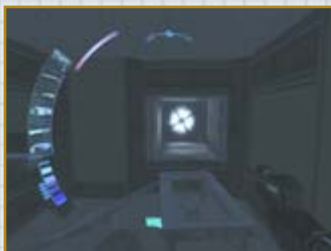


⑨ Once past the seeker, you're on your way to the exit when Billie slips through the door ahead of you and seals it behind her. Before you leave, she wants you to return to your apartment, where she promises to provide proof that Tarsus had a hidden agenda for you trainees. She also says you'll have a chance to activate your biomods.

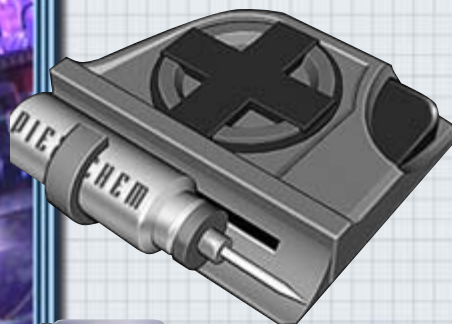
## 1-8. Tarsus Assault — Go to the Biomod Lab



As you step off the elevator, you find a scene of carnage (but notice the stun prod that the dead SSC guard dropped). The surviving guard will ask you to back him up while he takes out another Order seeker.



Once the seeker is dealt with (or simply evaded), explore your classmates' apartments carefully for useful stuff, including the open ventilation shaft between Leo's and Klara's places.



## TARSUS APARTMENTS (RETURN)



⑩ When you reach your own apartment, Billie will do a trick with the lights to make the false ceiling vanish, and allow you to see the Tarsus scientists that have apparently been monitoring your every waking and sleeping move.



⑪ The attack has opened up a hole in the wall of your shower that leads to the secret Tarsus biomod lab.

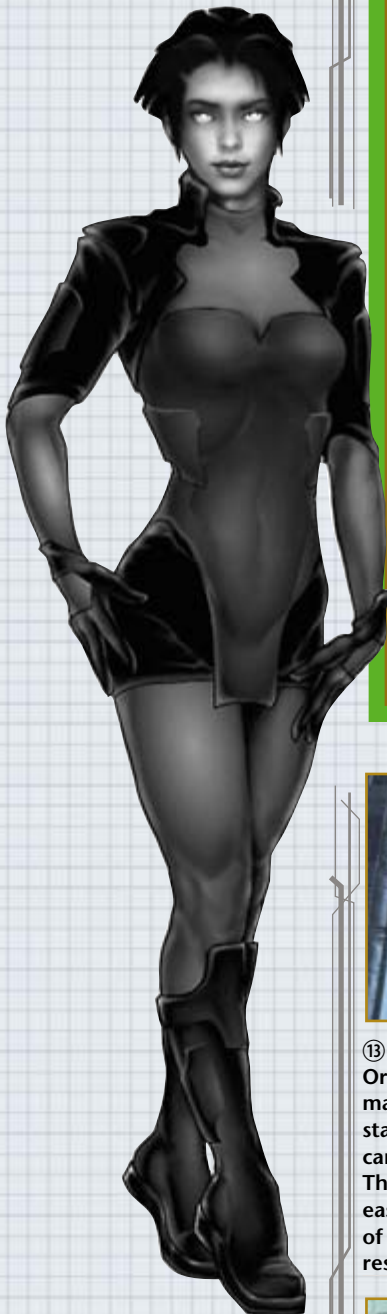


⑫ After a little bit of climbing around, you get to the entrance to the bio lab. Dr. Nassif contacts you via a Holocomm unit and tells you that you might as well go ahead and install your first biomods. She unlocks a cabinet with three standard biomod canisters inside. You must install at least one to accomplish objective 1-9 (but you knew that, didn't you?).

## 1-8. Tarsus Assault — Go to the Biomod Lab

## 1-9. Tarsus Assault — Install Biomods





**A** From Tarsus Apartments (1-way)

**B** To Seattle City Center (1-way)



## TARSUS LABORATORY



**13** A lab tech tells you that the Order has taken over the automatic security for the facility. A stairwell beyond is guarded by a camera and automatic turret. This particular camera is very easy to sneak past with a little bit of careful timing, so don't waste resources.



**14** (a floor above **12** and **13**) You encounter a pair of Tarsus scientists who tell you more about the project you were part of. But when your conversation is inter-

rupted by a pair of Order seekers, the scientists ask for your protection. If you take out both seekers without either scientist dying, the male scientist will give you a silencer weapon mod as a reward. Go ahead and install the silencer on your pistol — it will come in handy. (By the way, if you've taken damage from any of the the seekers, or from the automatic turret, don't waste any resources healing yourself once you make it this far.)

**1-S1a. Protect Scientists**

**1-S1b. Protect Scientists — Collect Reward \***

*\* Only if you succeed at 1-S1a.*



**15** If you carefully scan the next lab, you find a black market bio-mod canister that the Tarsus dudes were keeping for study. You

can use a multitool to get to it, but there's an alternative — drop the conveniently handy explosive crate in front of the cabinet (don't throw it!), stand back, and shoot it with your pistol.



The exit from the lab is blocked by fatal energy beams under Order control, so you have to slip through an air duct to get to the next area (or use a crate again, this time to block the beams).







⑩ There's a medbot in a side corridor who can deal with any bumps, bruises or bullet holes you may have collected. If you take any further damage while you're in the building, remember to come back to the medbot rather than using up valuable resources.



⑪ Another air duct in an upper gallery offers a more stealthy approach to the next area than the front door. Be careful; the duct is guarded by a hostile spiderbot.



⑫ This lab is well guarded by two seekers, plus a turret and camera. You can get a drop on all these defenses by entering through the air vent, which opens out onto the ceiling beams.



If you used the black market bio-mod canister to install a Neural Interface, you can use this terminal to hack in and turn off the security camera (which should also keep the turret from activating, unless you've already done something to make it mad).



If you hack into the terminal, you can also release a spiderbot that will fight on your side.



With the final lab cleared, your way is open to leave Tarsus Academy at last.



Just before you go through the door, however, you're contacted by Lin-May Chin, who identifies herself as a representative of the Order Church. She tells you the church is really on your side, and all that recent killing-people-and-blowing-things-up nonsense was just a regrettable lapse in communication. She invites you to drop in on the Order's church in Lower Seattle to learn more.

**1-10. Report to the Church**

**1-7. Tarsus Assault — Leave the Facility**





# Upper Seattle

Once again, this walkthrough is built on the assumption that you want to explore as much of the game as possible, and fulfill as many objectives as possible. The secondary objectives (and a couple of primaries) in this mission are completely optional, and you can totally ignore them if you wish to.



⑲ A pair of WTO guards greet you as you leave the Tarsus building. They strongly suggest that you want to go report to their chief, Donna Morgan, at the WTO Air Terminal. After you talk to the guards, Billie contacts you. She recommends that you have nothing to do with the WTO, and instead that you should investigate Dr. Nassif's apartment in the Emerald Suites building, for further evidence of Tarsus duplicity.

## 1-11. Report to WTO

### 1-S2. Dr. Nassif — Search Apartment



⑳ At this holographic kiosk, recordings of WTO Chairman Chad Dumier deliver informative and inspiring speeches.



㉑ At Pequod's coffee shop, the proprietor and a silent partner are discussing some of the pitfalls of being small businessmen in a WTO enclave. The proprietor then offers you cr500 for some light arson carried out against a competitor in Lower Seattle (you don't have to decide now whether to do the crime or not).

### 1-S3. Coffee Wars — Destroy Beans



㉒ You don't actually have to deal with these guys now, but you'll have to deal with them eventually. They're toughs from Lower Seattle, put here to block your way to the Inclinator. The first time you pass this way they'll let you buy your way past, but you'll need to go past this spot more than once, so don't waste your money. The easiest way to deal with them is to just start a fight (call the one who's harassing you a punk), then when they attack, high-tail it back out to the city center concourse. WTO guards and security bots should converge on the area once the shooting starts, and either take the bad guys out

entirely, or make it very simple for you to mop up. One reason to deal with them now rather than later is that the locked footlocker they're guarding has some very useful stuff, including a glass destabilizer weapon mod and a boltcaster.



This young and lovely (well, probably lovely ... it's hard to really tell under the hood and all) Order seeker can usually be found on the upper concourse. She's been sent out on an evangelistic mission. She's not nearly as violent as the other seekers you've recently met (although she is packing a boltcaster, in case of trouble), and she'll be



happy to tell you all about her faith, and invite you to visit the church in Lower Seattle that Lin-May Chen has already summoned you to.



23 In the observation gallery, it's probably well worth your time to use a multitool to take out the security camera, so you can safely hack the ATM and steal the goodies behind the glass (your new glass destabilizer will come in handy here). You can finesse the camera if your destabilizer pistol is also silenced.



24 You'll need to take the Metro transit system to get to the WTO Air Terminal, but the Metro station has been taken over by three gangsters bent on shaking down innocent travelers. You could just pay their exorbitant fee (it will be good throughout the mission) and go on through, but let's assume you're in the mood for some exercise ...



Oh look, an air vent that appears to lead into the Metro ticket office. Hmm.

**TIP**  
Air vents make **GREAT** snipers' nests!



You can just crouch at the exit from the air vent and take at least two of the three thugs out with your new boltcaster. It should take two shots to drop a thug.



In the Metro station office, hit the button to turn off the beams. There are plenty of goodies in the office, including a shotgun that one of the gangsters was carrying. You can also use this security computer to open the way to the WTO terminal ... if you can't hack, the access code is in an unlocked locker. Or just get there through the vent.



Your way to the Metro platform, and from there to the WTO Terminal, should be wide open and clear now.



25 Do not attempt to hack the cash machine in the WTO Terminal — at least, not unless you're prepared to take on every guard in the place (a course of action we don't recommend, for any number of reasons). If you max out your Neural Interface, you might be able to pull it off before the end of the mission.



26 In the Terminal you'll run into Klara, who's wasted no time getting a job with WTO Security.



27 Donna Morgan's out of the country at the moment, but she'll speak to you via the Holocomm in her office. She has an assignment for you. The WTO culture minister is suspected of smuggling. He lives in the penthouse of the Emerald Suites apartments (the same building Dr. Nassif lives in). Morgan wants you to break into the minister's secret vault in his apartment to look for evidence. She'll suggest you start out by talking to the minister at Club Vox.

**1-11. Report to WTO**



## 1-12. Culture Minister — Investigate

## 1-S4. Culture Minister — Penthouse Access



②⑧ As soon as Morgan is done with you, head over to the office opposite hers, which belongs to the WTO civic manager for Upper Seattle. Eavesdrop on his conversation with Vera Maxwell (you'll meet her later). When the holo conversation is over, the manager will leave his office and offer you a side-job — a cash reward if you can uncover proof of shady business practices at Club Vox.

## 1-S5. Vox Finances — Investigate



When he's finished talking to you, the civic manager will obligingly step out of his office so you can loot it more easily. The weapon mod in the locked locker is another silencer. The wall safe holds an EMP grenade, a scrambler grenade and the pass code to the security computer on the wall, which controls the cameras in the terminal.



②⑨ To get into Club Vox you'll have to fork over the cr100 cover. The cover charge is good for the



entire mission. The doorperson will give you some advice about things to do in the club, including paying your respects to the owner on the upper level, and checking out the new NG Resonance sim.

## 1-S5. Meet Club Vox Owner

## 1-S6. NG Resonance — Talk to Sim



③① The culture minister is in the bar of the club with his bodyguards. Hanging out nearby is Lionel, an aspiring artist trying to catch the minister's eye. If you're playing a male character, the two will send you back and forth between them a couple of times carrying messages, then the minister will offer you a job as his "chamber boy." If you take the job, he'll give you the keycode to his penthouse. The minister defi-

nately prefers the company of men, however, and the best a female character can hope for is an offer to buy the code from a disgruntled Lionel.

## 1-S7a. Culture Minister — Talk to Man \*

## 1-S7b. Culture Minister — Notify \*

## 1-S7c. Culture Minister — Enter Penthouse \*

\* Male characters only.



③① The owner is upstairs as promised. He offers you a little job — if you kill a lawyer who lives in the Emerald Suites apartment building, you'll earn a cash payment, plus a free membership to the club's VIP lounge.

## 1-S5. Meet Club Vox Owner

## 1-S8. Bounty on Lawyer — Assassination



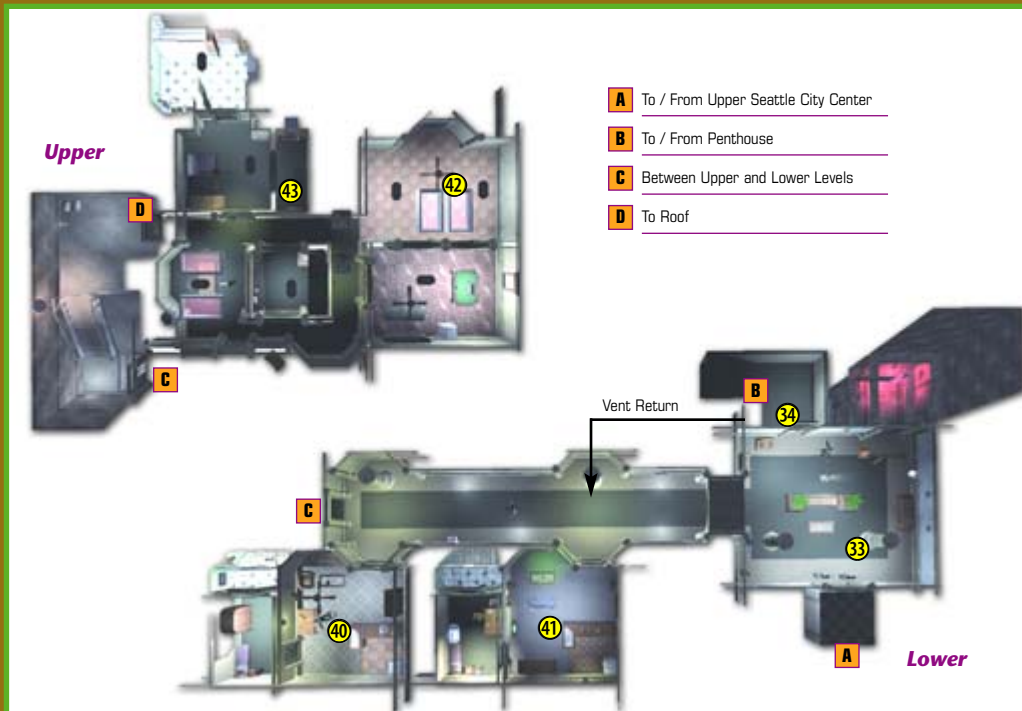
③② Continue down the hall past the owner to find the NG Resonance sim. This holographic AI construct based on the world's #1 pop star is more than just a video game — apparently the sims are also used to gather intelligence for the WTO. Keep talking to NG until she offers you a reward for finding out what's going on in the club's VIP area.

For now we'll leave Club Vox, and travel through the city center to the Emerald Suites.

## 1-S6. NG Resonance — Talk to Sim

## 1-S9. NG Resonance — Find Information





## EMERALD SUITES



## EMERALD SUITES PENTHOUSE



33 Welcome to the Emerald Suites, a respectable and well-guarded enclave residence. The janitor, working on the penthouse elevator, offers to sell you either a master keycode for all the lower-level apartments, or the keycode for the penthouse. Don't waste your money; we'll show you cheaper ways to get in. For example, if you don't already have a keycode to the penthouse stairs, you can enter the broken elevator's shaft, disable the electrical box and climb up the ladders to get to the penthouse entrance.



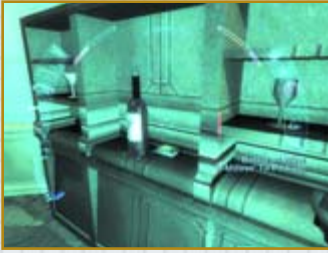
34 The exit from the grate leading to the elevator shaft, at the top of the penthouse stairs.



35 The penthouse kitchen is safe, but once you venture beyond you'll have to deal with security. They are guarded by a spiderbot and a bunch of laser triggers. Once you've dealt with the bot, you can either eliminate the lasers by hacking the security terminal, or you can simply jump over the beams to get to the stairs. Something with electronic punch (EMP Converter, Electrostatic Discharge, EMP grenade) will also do the trick.

**1-S7c. Culture Minister — Enter Penthouse**





36 Before you head upstairs, though, check out the bar to your left. Hidden behind a couple of bottles is a datapad with the key code to the minister's vault.



37 The upstairs landing is guarded by a camera that will release a spiderbot if it sees you. It's pretty easy to slip past the camera and disable it, if you don't want to blast the bot.



38 A hidden security terminal in the minister's bedroom will open the door to the vault if you hack it (and turn off the security cam in the previous room). Or you may have gotten the code at 36.



39 The minister keeps a concealed vault/office off his bedroom. The evidence that the WTO wants you to retrieve is on a datapad on the desk. Once you have it, Donna Morgan will contact you requesting that you report back to the air terminal.

## 1-12. Culture Minister — Investigate

### 1-13. Get WTO Debriefing



You can grab an energy sword from one of the alcoves in the vault. It isn't security glass, so break it any way you want. You can also get an EMP converter weapon mod from the alcove across from the sword.



You find this grate on the middle level of the penthouse stairs. Enter it (and get rid of the spiderbot inside). The first grate in the floor opens to the hallway of the building, the second opens to Dr. Nassif's apartment, and the third to the other apartment on the lower level. After exploring one of the apartments, you'll have to leave, go back around to the penthouse stairs again, and go back through the grate to get to the other one. Unless you've made some kind of huge disturbance, the guards should still be clueless.



40 If you choose to investigate this apartment, you have to take out its occupant. You find that he was a businessman plotting to burglarize the culture minister's apartment (sorry buddy, a little late). There's a few of the usual

goodies, plus some information about the minister's vault in the apartment, but nothing crucial ... not unless you count the Toxin Blade under the pillow, the first unique weapon you can find.



41 When you finally get into Dr. Nassif's apartment, Billie will contact you with more info about her conversion to the Order.



There's lots of goodies scattered around Nassif's place, including a brand-new biomod canister.



The information Billie was interested in can be found on a data pad on the desk in the bedroom.

## 1-S2. Dr. Nassif — Search Apartment



42 Now it's time to decide what to do about that lawyer that the owner of Club Vox wants dead. To start out, you might as well meet him. To get in, tell him you're there about the SMGs. Once in, you can con him out of cr200 by telling him his old contact is dead and you work for a

new boss smuggler named Kirkpatrick. If you tell him you've been offered money to kill him, he'll make you a counter-offer (for more cash, but no extra benefits) to kill the Omar trader. If you decide to go after the lawyer anyway, you could do it right here ... but let us show you a somewhat cleaner way. (And you can collect both rewards if you kill the Omar first.)

## 1-S10. Bounty on Omar — Kill Trader



43 Go up the stairs outside the lawyer's apartment, and through the door marked "Maintenance" to a rooftop area above the lawyer's flat.



Take out the security bot (an EMP grenade works nicely) and use a multitool to disable the security box.



Use a glass destabilizer to dissolve the skylights over the lawyer and his bodyguard, then snipe from above to take them out.

## 1-S8. Bounty on Lawyer — Assassination

### 1-S8b. Bounty on Lawyer — Collect Reward





**A** To / From Upper Seattle City Center

## CLUB VOX

### TIP

If you talk to the lawyer you come to what may seem to be your first mutually exclusive objectives in the game. You can either kill the lawyer for money, or you can kill the Omar for money (and, of course, if you don't feel like becoming a hired assassin, you don't have to kill either). Since this walkthrough assumes you want to fulfill as many objectives as possible, we'll assume you take a hitman job. We recommend killing the lawyer, since (in our opinion) it pays off a bit better in the long run, and is a bit easier to accomplish. We will also give you the information you need to kill the Omar, if you choose that.



Drop down into the apartment to see what you can find. The good stuff is all in this guarded room. You'll need to bypass the keypad to get in. Inside are lots of goodies, including a sniper rifle and grenades and mines galore.



Go back to Club Vox, talk to the owner and collect your fee, plus the key code to the VIP room. The VIP room entrance is on the first floor of the club.

**1-S8b. Bounty on Lawyer — Collect Reward**



**44** Inside the VIP room at last, you'll meet the notorious Omar trader. You now have the information the NG sim was looking for. He shows you his wares (which include a black market biomod) and offers you a further discount if you do him a little favor in the basement. He wants a tissue scan from the body of a "transgenic" kept in cold storage there.

**1-S11. Mutant Biometrics — Upload to Omar**

**1-S9b. NG Resonance — Report Information**



**45** Notice the speaker platforms above the elevated dance floor. Boost yourself up onto the one on the right. It has a grate that leads to the restricted area that contains the owner's office. Also, if you're trying to assassinate the Omar (or don't want to assassinate anybody, but are just nosey), this offers an easy jump to the VIP lounge balcony, which is probably your best bet to ambush the trader. If you don't have VIP access, you have to get to the Omar and actually talk to him before you can collect the reward from the NG sim (whether you end up killing him or not).

**1-S10. Bounty on Omar — Kill Trader**

**1-S10a. Bounty on Omar — Collect Reward**

### TIP

Even if you decided not to assassinate him with your own hands, you can still collect the lawyer's bounty on the Omar. You'll have to find a way to actually speak to the Omar (admittedly, not an easy trick if the lawyer's still alive), then inform NG that he's in the VIP lounge. Once you've done that, just drop in on the lawyer to pick up the cr450 he promised you for a dead Omar ... and there's still a possibility of payment from the club owner if you take care of the lawyer.





④⑥ The grate from the speaker platform leads to a storage closet in the restricted area.



④⑦ From the storage closet you can cross the hallway to another grate, but doing so will take you through the field of view of a guard in the corridor. Try to take him out quietly.



④⑧ The vent takes you directly into the club owner's office. (Check under the wastebasket for spare change.)



The information the civic manager wants is in the owner's wall safe. Also in the safe is a soft key leading to the club's basement. Once you have these, retrace your steps out of the restricted area.

**1-S5. Vox Finances — Investigate**

**1-S5b. Vox Finances — Collect Reward**



Now you're ready to go into the club's basement on the Omar's mission. The entrance is by the stairs on the lower level of the club.



④⑨ Hacking the security terminal in the lower-level hallway takes down the laser triggers and disables the camera beyond them.



⑤⑩ At last you come to what you've been sent for, a refrigerated crate that appears to contain the body of a dead alien. The information the Omar wants can be obtained from a data pad attached to the side of the crate.

**1-S11. Mutant Biometrics — Upload to Omar**

**1-S11b. Omar Discount**



Return to the VIP lounge to collect your reward. The Omar will give you a 50% discount on merchandise from all Omar traders, and he'll throw in a free black market biomod. Once you have the free canister, you can still buy another from the trader for cr500, for a double upgrade.

**1-S11b. Omar Discount**



Now go back to the NG sim to tell her what you found in the VIP lounge, and collect that reward.

If you go back to Club Vox after telling NG about the Omar trader, the Omar will put two and two together, figure out that it was you who ratted them out, and cancel your preferred customer discount (and if you check, you'll find the trader in the VIP lounge has been murdered). Since that dis-

count can continue to pay dividends for the next couple of missions, it's strongly recommended that you don't return to Club Vox if you inform NG. If you don't go back to the club, the Omar will never figure out that it was you who betrayed them, and you'll have both the reward and the discount.

**1-S9b. NG Resonance — Report Information**



Now just return to the WTO air terminal to report to Donna and collect your reward from the civic manager. Donna tells you she wants you to go investigate some outfit called Mako Ballistics (you may have noticed they made your pistol), and that you'll need to go down to lower Seattle to hire a chopper pilot. It's time to head for the Inclinator.

**1-13. Get WTO Debriefing**

**1-14. Hire Pilot**

**1-S5b. Vox Finances — Collect Reward**





# Inclinators / Lower Seattle / WTO Hangar



⑤ When you get to the inclinator that travels to Lower Seattle, you find that a toxic spill has it offline. Talk to the director in charge of the inclinator and she'll offer you cr100 if you can take care of the problem for her. If you try to enter the inclinator without talking to the director, Donna Morgan will contact you and suggest that you speak to the director about the situation.

**1-15. Inclinators —  
Clean Up Spill**

**1-s12. Inclinators —  
Talk to Director\***

\* Only if you try to enter the inclinator before talking to the director.



② As if the situation wasn't complicated enough already, when they locked down the inclinator some genius released a couple of security bots set to gun down any unfortunate passers-by.



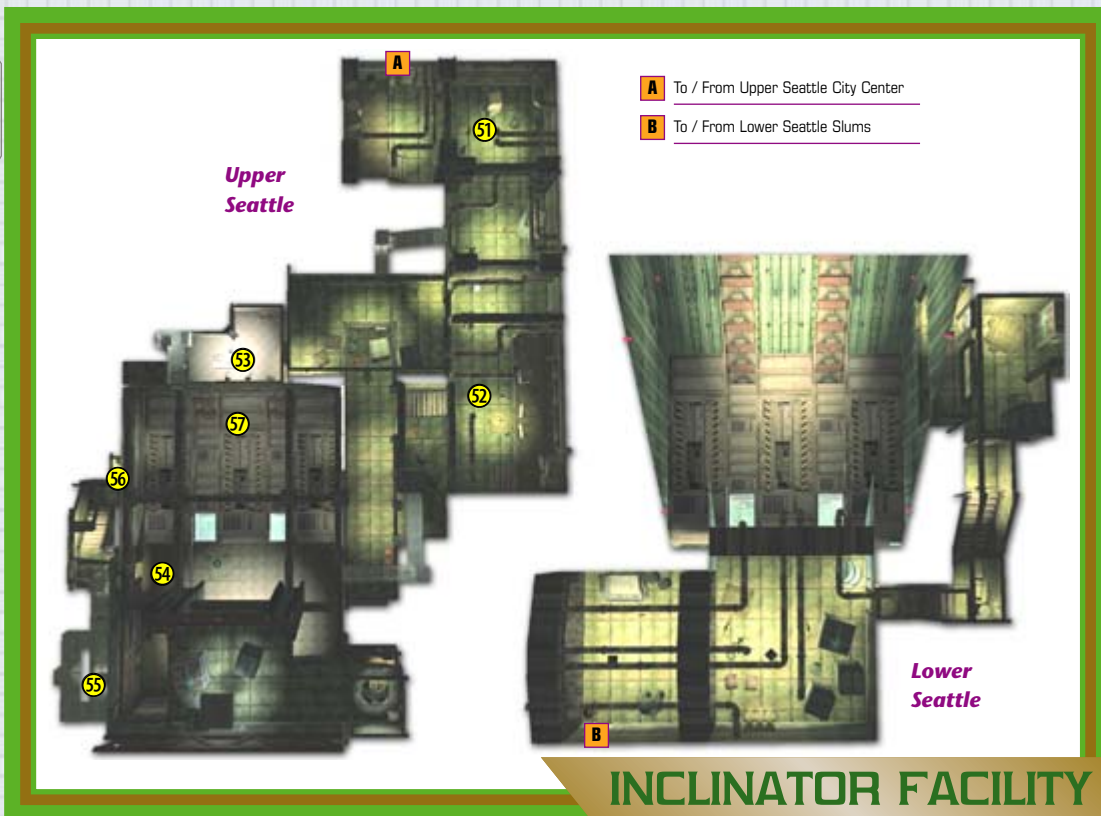
③ There are several ways to clear up the spill. We'll show you the one we think is the safest and easiest. Go to the director's office, open the vent behind her desk and climb up the ventilation shaft.



You come out on a support beam above the toxic vapors from the spill.



④ Make your way along the beams until you reach another vent in the right-hand wall. Open it and climb in.







55 A shaft in the vent leads down to a closet where an active repairbot is kept. Just drop down into the closet and open the door. The repairbot will automatically go out and fix the nano-former, and the nano-former will automatically clean up the toxic spill, bringing the inclinor back on line. All you have to do is wait for the air to clear.

## 1-15. Inclinor — Clean Up Spill

## 1-15b. Inclinor — Collect Reward

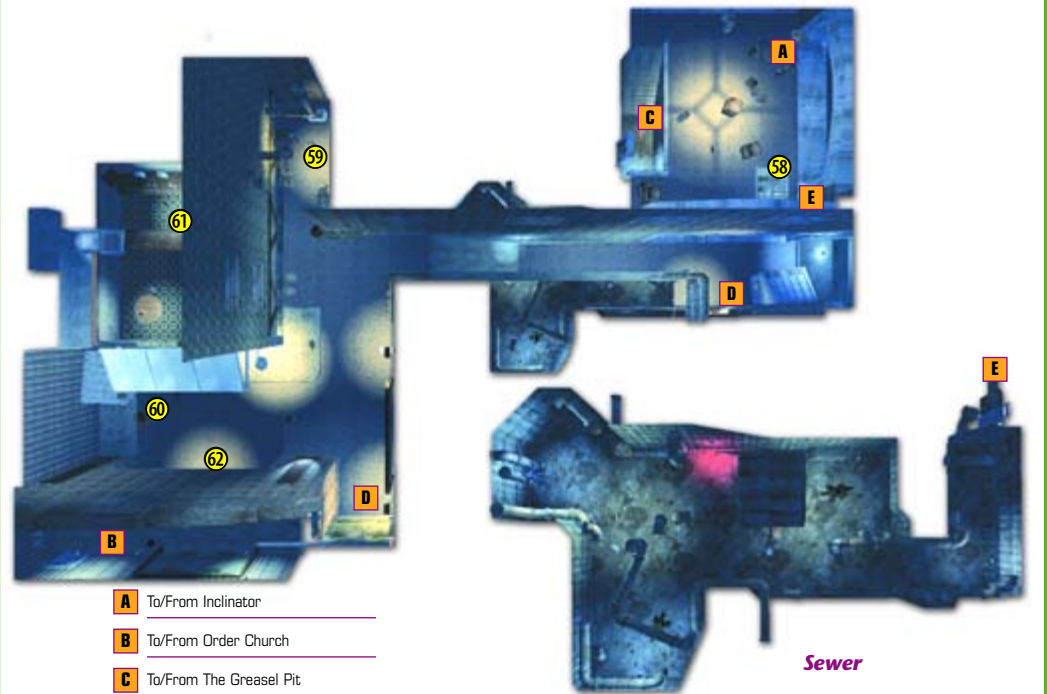


56 This guy's been trapped by the spill. You should stop by and give him the all clear.



57 Don't forget to go back to the Director at the entrance to get your reward. Then just go to this control panel and punch it to take the ride down to Lower Seattle.

## 1-15b. Inclinor — Collect Reward



## LOWER SEATTLE SLUMS



Dumpster diving is definitely worth your time in Lower Seattle. Energy cells, ammo, multitools ... it's amazing what some people will throw away.



58 The sewer grate on the lower level of the slums leads to this tunnel, which is haunted by a pair of karkians.



One of the karkians' victims is this Omar protector, who left behind his energy blade and other goodies. In particular, he's lying on a Red Greasel Hunter pistol, the second of six unique weapons.



59 An Omar trader, with a protector companion, has set up shop in this alleyway. He'll sell you a black market biomod and other useful goodies. If you earned (and didn't lose) the

Omar preferred customer discount in Upper Seattle, the discount will still be good here.







60 Oh look, this must be that QueeQueg's coffee shop that the Pequod's manager wanted you to sabotage.



This wall vent above the dumpster offers safe and convenient access to QueeQueg's.



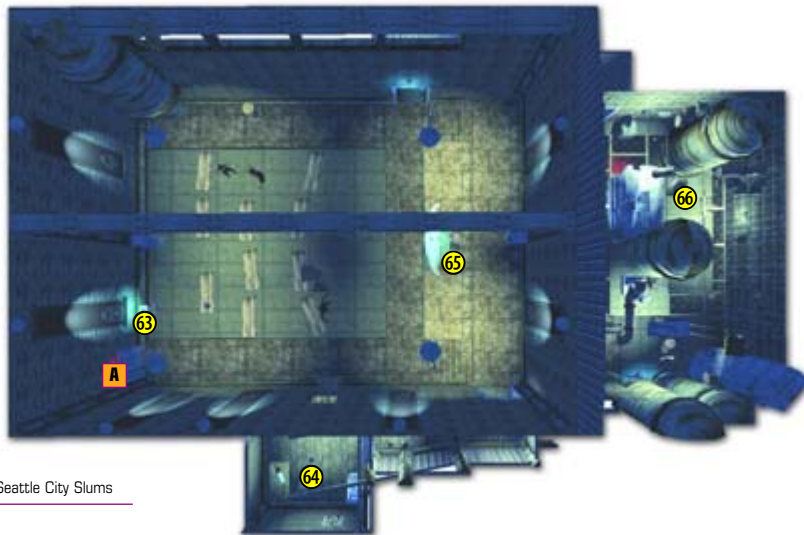
61 The beans are stacked behind the counter. The softkey to the front door is on the counter. Once you're in, just use a grenade or mine to blow up the beans, then stroll back out onto the street.

**1-s3. Coffee Wars — Destroy Beans**

**1-s3b. Coffee Wars — Collect Reward**



62 The Order Church is behind these heavy doors.



**A** To / From Lower Seattle City Slums

## ORDER CHURCH



63 As you enter the church, Billie Adams contacts you via the Holocomm next to the door.

**1-10 Report to Church**



64 In the office behind the pulpit Lin-May Chin speaks to you from a Holocomm. She wants you to flush out Lamar, the rogue Order commander who turned the Tarsus raid into a bloodbath. Apparently he's holed up in the inclinometer facility. She also tells you to pay your respects to the hologram of Her Holiness that's addressing the faithful in the sanctuary.

**1-16. Order Traitor — Find Lamar**

**1-s13. Speak to Her Holiness**



65 What's up with all the holograms? Is the Order Church secretly controlled by 12" action figures? A holographic Her Holiness is preaching at the pulpit. If you think this is just a canned recording, however, you'd be wrong, because when you approach, HH breaks off her sermon to welcome you personally to the church.

**1-s13. Speak to Her Holiness**



66 If you choose to check out the church's basement, you find it's guarded by spiderbots, plus a dangerous short circuit.





## THE GREASEL PIT

while waiting to ship out to Egypt.



70 In a small office, another pilot named Ava Johnson contacts you via holocomm. She offers to fly you wherever you want for free, but there's one small hitch ... her rig is locked down at the WTO hangar facility in Upper Seattle. Ava gives you a keycode for the elevator that connects the WTO terminal with the WTO hangar.

### 1-s14. Pilot Ava — Rescue Helicopter

You must free up either Sid's or Ava's helicopter to progress in the game. If you're really into clearing objectives, it's entirely possible to free up both.



At the back of the basement you find a working medbot, plus various other free goodies (including an Increased Damage weapon mod) scattered around the place.



Now that you've been to church, it's time for a little sinning — so go check out the Greasel Pit bar. This is where you've been sent to hire a pilot.



67 The Greasel Pit is the first of several locations throughout the game that require a software lock on your weapons before you can enter. This means that none of your firearms will work in the bar, period. It also shuts down some of your biomods.



68 One of the first people you see in the Greasel Pit is Sid Black, mercenary chopper pilot. He'd be happy to fly you wherever you want to go (for a price, of course), but first he has to get his jet out of hock to one Sophia Sak, local crime boss.

### 1-17. Pilot Sid — Liberate Jet

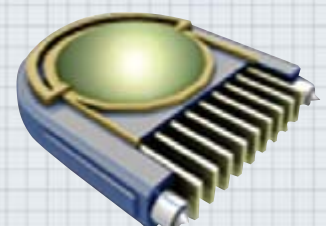


69 Also hanging out in the Greasel Pit is your fellow Tarsus alum Leo Jankowski. He's accepted a gig doing freelance security for the Omar, and is killing time



71 Apparently "Greasel Pit" is not just a colorful tavern name. The bar has a real pit where real greasels ("gobs" to the locals) fight to the death. This sleazy gob trainer offers you a cash reward if you'll sneak into a rival trainer's apartment in the Heron's Loft and do in the reigning champion, the so-called "Gob-Zilla." In addition to the cash up front, you can clean up by betting on the fixed match.

### 1-s15. Greasel Trainer — Kill Gob-Zilla







The bookie, by the door to the pit, will take your bet. Odds on the current fight are 1:1, which means either gob has an equal chance to win. Don't bet more than you're prepared to lose.



If you bet on the match, the gobs will be released and you can watch the fight from above.



⑦ The Heron's Loft — what passes for luxury accommodations in Lower Seattle. Don't try to hack the ATM in the courtyard while the guard is watching. When you enter Heron's Loft, Lin-May con-

## TIP

With the "Coffee Wars" objectives in Mission 1, it is entirely possible to fulfill objectives (and collect rewards) from *both* Pequod's and QueeQueg's. So in this mission, if you both torch the beans and hack the zoning database, both managers will pay you off as promised.



## HERON'S LOFT

tacts you and suggests that the neighborhood would be a better place if Sophia Sak and her security forces were all eliminated with extreme prejudice.

### 1-s16. Destroy Sak



⑦ The first apartment is home to the owner of the QueeQueg's coffee shop franchise for lower Seattle. He offers you money if you sneak into the Upper Seattle civic manager's office (in the WTO terminal) and hack his computer so that he can open a branch in Upper Seattle.

### 1-s17. Coffee Wars — Hack Zoning Database



The elevator is broken, so you have to climb up a ladder to Sophia Sak's offices on the top floor.



To fulfill Lin-May's objective you have to kill Sophia herself, plus all her security forces, both in the Heron's Loft and in her hangar beyond. Note that Lin-May will not deliver any sort of concrete reward for destroying Sak's operation (though there is some decent loot to be had, and you'll definitely make brownie points with the church).



⑦ If you decide not to destroy Sophia Sak completely, you can get Sid's Harrier out of hock by simply paying off his relatively modest cr250 debt. Either way you decide to go, once Sid's jet is free you have to go find him and tell him.

### 1-17. Pilot Sid — Liberate Jet\*

\*Can also clear this objective by completing 1-s16. Destroy Sak.

### 1-17b. Pilot Sid — Notify







75 Sophia Sak's hangar is a large room guarded by security forces and turrets, plus bots in the basement storage facility. If you go in, expect a tough fight.

## 1-s16. Destroy Sak



76 If you do clear the hangar, you'll probably be low on resources after such a tough fight, so definitely check out the storage room on the upper level. It has lots of goodies, including a repairbot for your convenience, and the first flame thrower in the game. There are also some decent goodies in the basement.



If you want to kill Gob-Zilla, the cleanest way to get in is to duck under the broken elevator, slip through the duct on the shaft, then climb up the air vent.

## TIP

If you kill Gob-Zilla, his trainer will put in a substitute, an aging but experienced greasel. This basically makes the match even odds. Any gambler will tell you that a four-to-

one payout on an even chance is a good bet, but it's not a sure thing — so, don't bet more than you're prepared to lose. A timely save game might help you hedge your bets.



A To / From Heron's Loft

## SOPHIA SAK'S HANGAR



77 You come out from a wall vent right above the champ's cage. Be careful when you take him out; you're in range of his toxic spit. Also, watch out for the greasel trainer in the apartment.

## 1-s15. Greasel Trainer — Kill Gob-Zilla

## 1-s15b. Greasel Trainer — Collect Reward



Time to go back to the Greasel Pit for some clean-up. If you released Sid Black's chopper (using either the hard or the soft option) let him know, and if you did poor Gob-Zilla in you can also report back to the pit to collect your fee and try to profit from the fix.

## 1-17b. Pilot Sid — Notify

## 1-17c. Pilot Sid — Meet at Jet

## 1-s15b. Greasel Trainer — Collect Reward







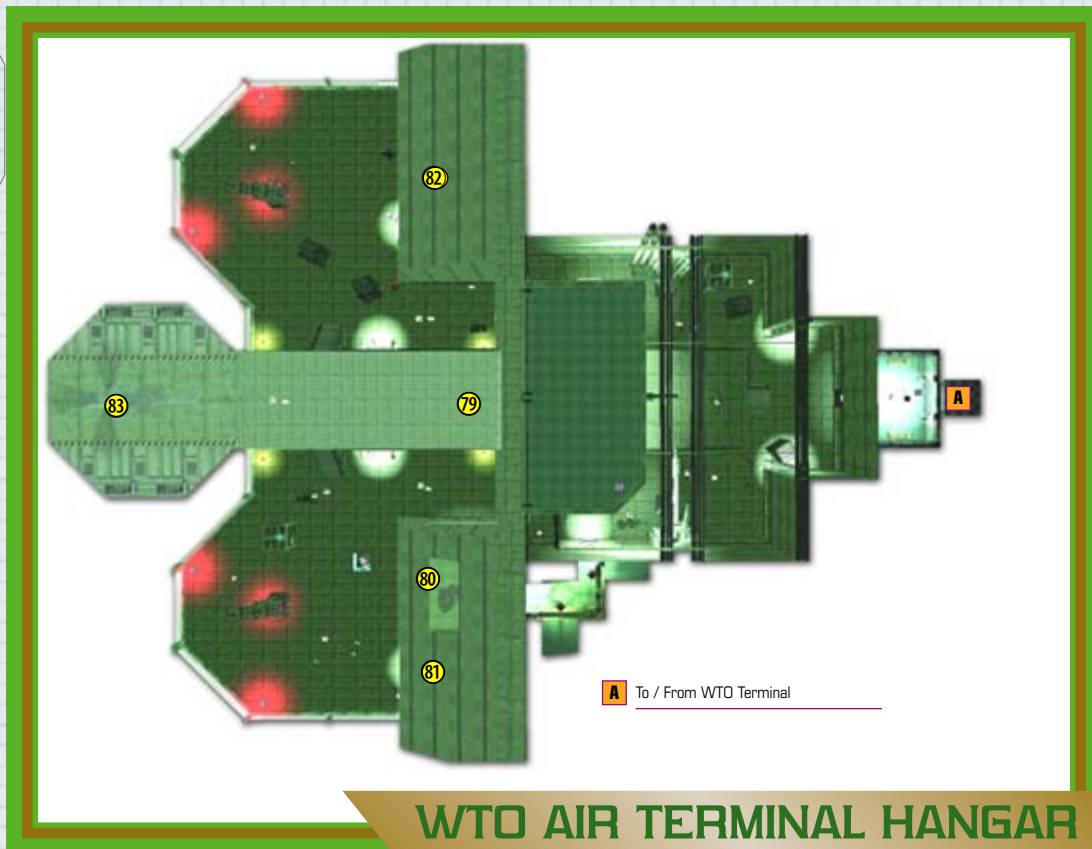
78 When you're ready to leave Seattle for good you can go to Sophia Sak's landing pad and pay Sid Black to take you to Mako Ballistics. However, you need to have a reason (i.e., an objective) for going to Mako before anyone will pilot you there.

You can also clear Objective 1-17c by just showing up here and talking to Sid (select the helicopter), without having to pay Sid any money or leave town.

## 1-17c. Pilot Sid — Meet at Jet



As soon as you re-enter the inclinator facility be ready for trouble. Crouch down and draw a weapon immediately — there are a couple of Templar recruits just a few feet away. Also watch out for the sniper stationed on the upper platform.



## WTO AIR TERMINAL HANGAR



Look up when you get to the top of the inclinator, and you'll see your quarry in the office above. There are three Templar recruits and a Paladin between you and them, though, so watch your step. And remember there's a friendly repairbot in the closet, if you need it.

## 1-16. Order Traitor — Find Lamar

## 1-16b. Order Traitor — Find Evidence



When you get to the office you can open fire from outside, or you can go in and talk. If you choose to talk, the commanders will insult you for a little while, then open fire. The Templar commander's flame thrower is the more dangerous weapon, so take him out first. On the other hand, if you go in to talk and all three of you are in the office, there's not really room to use a flame thrower effectively, so there's a pretty good chance that when he opens fire he'll take out the Order commander and possibly even himself. You should be able to handle the first blast, unless you're already wounded.

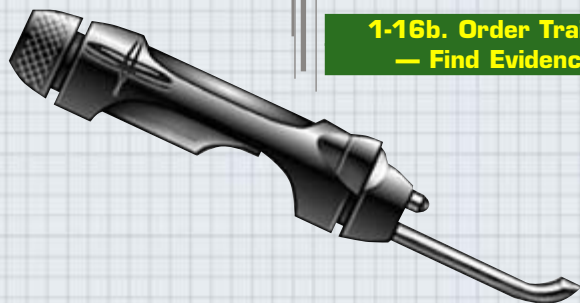


Lin-May Chen doesn't care if the commanders live or die. The information she really wants is on this datapad on the desk. When you read it, she'll contact you and ask you to come back to Lower Seattle and see her at the church.

## 1-16b. Order Traitor — Find Evidence

## 1-16c. Order Traitor — Report to Church

Before heading back to Lower Seattle, you might want to run up to the WTO terminal and hack the Civic Manager's security computer to approve the QueeQueg's owner's zoning request. (If you don't have the Neural Interface biomod, you





## TIP

There are two ways to disable the missile batteries. The one explained in detail in this walkthrough involves hacking their control computers, so you must have the Neural Interface bio-mod. The other one simply requires you to get close enough to the batteries to blow them up with mines or grenades.

can get into the computer using the access code on the datapad in the wall safe.)

**1-s17. Coffee Wars — Hack Zoning Database**

**1-s17a. Coffee Wars — Collect Reward**



Back in Lower Seattle you can settle up with the QueeQueg's owner in the Heron's Loft, and drop in on Lin-May's hologram in the office of the Order Church. Lin-May wants you to find a pilot, go to Mako Ballistics and kill a scientist there. If you recall, this is the same place Donna Morgan ordered you to go, although for somewhat different reasons.

**1-s17a. Coffee Wars — Collect Reward**

**1-16c. Order Traitor — Report to Church**



Now it's up the inclinator one last time, and back to the WTO Terminal to see what's up with Ava Johnson. When she first contacted you, she gave you the key-code to this elevator that goes to the WTO hangar.



⑦ The huge WTO hangar is well guarded by both humans and securitybots. Ava contacts you and tells you that you need to disable the two automated missile batteries that guard the approach to the WTO hangar.

**1-s18a Pilot Ava — Disable Missile Batteries**



In a room under the landing pad you find a repairbot and, in a locker, a black market biomod canister.



Enter the control room through this well-marked entrance.



⑧ In the control room, open this grate and slip into the vent beyond.



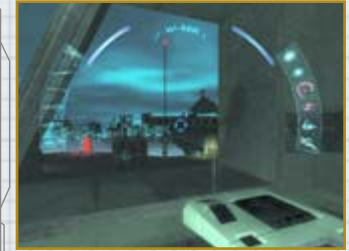
⑧ The vent leads to the southwest storage room. Hack the computer on the wall to disable the southwest turret. Also in the room is a softkey that opens the northwest storage room (you may have to look carefully for the key).



⑧ The approach to the northwest storage room is well guarded by a security camera and a small missile turret. If you have the softkey you should be able to slip under the camera's beams and into the storage room, where you can hack the computer and both disable the second turret and turn off the security camera. When both turrets are down, Ava contacts you to tell you to turn on the navigational beacon in the control room.

**1-s18a. Pilot Ava — Disable Missile Batteries**

**1-s18b. Pilot Ava — Activate Beacon**



Now return to the control room and click on the navigational beacon console to activate it. Ava will contact you to tell you she's ready to go whenever you are.

**1-s18b. Pilot Ava — Activate Beacon**

**1-s14. Pilot Ava — Rescue Helicopter**

**1-18. Pilot Ava — Meet at Helicopter**



Watch out on your way out of the control room. Three WTO reinforcements have shown up, looking for trouble.



⑧ Now any time you're ready, you can just walk up to Ava's 'copter and click on it for a free ride to Mako Ballistics.

**1-18. Pilot Ava — Meet at Helicopter**



# Mako Ballistics



① Ava and Sid land at different places at Mako. This is Ava's LZ — if you come in with Sid, start at ⑦, and either move ahead or backtrack from there.

## 1-19. Enter Main Complex

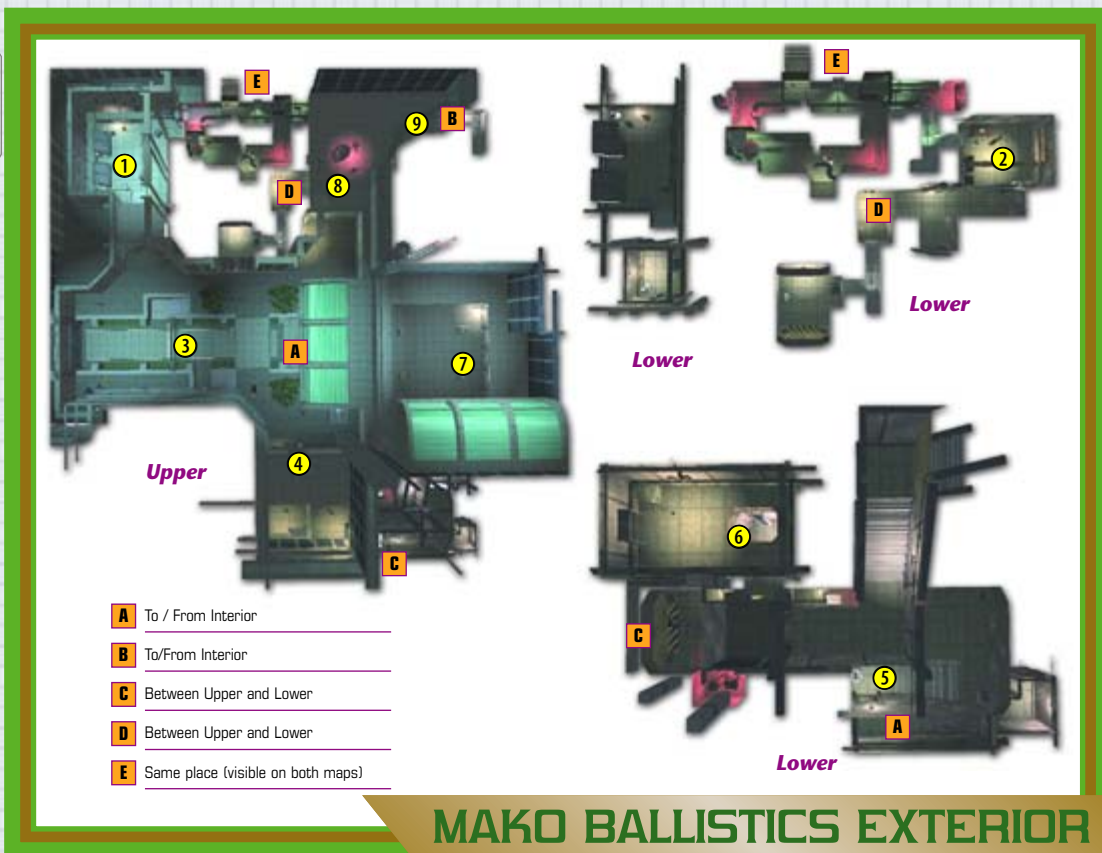
### TIP

If you fly with Sid Black, you land closer to your goal than if you fly with Ava Johnson. You get what you pay for.

② There's a vent in the corner of the maintenance area where Ava dropped you. Take out the spiderbot inside and follow the vent to this office.



The office belongs to the campus groundskeeper, who offers to sell you the code to the front door for cr250. As usual, we know a cheaper way in. The groundskeeper also has a repair-bot in this area, that you can call upon if needed.



③ The attractive corporate campus of Mako Ballistics is under lockdown. The front of the building is patrolled by heavily armed SSC guards and a hunter-seeker bot. Watch out for the flame thrower turret in the sunken central area.



④ Slip around the side of the building to Cargo Bay 02. Watch out for the guard in the cargo bay.



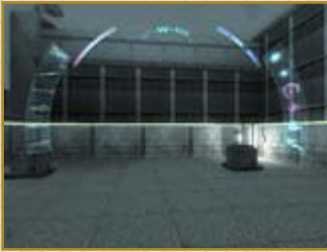
⑤ The employees' ATM in Cargo Bay 02 is easy pickin's for hacking. The door next to it offers a way into the building, but we'll take the scenic route.







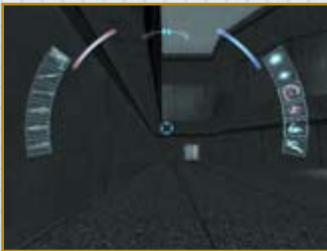
⑥ Disable the security beams that guard this ladder and take it up to the roof.



⑦ This rooftop area is where Sid Black will drop you off.

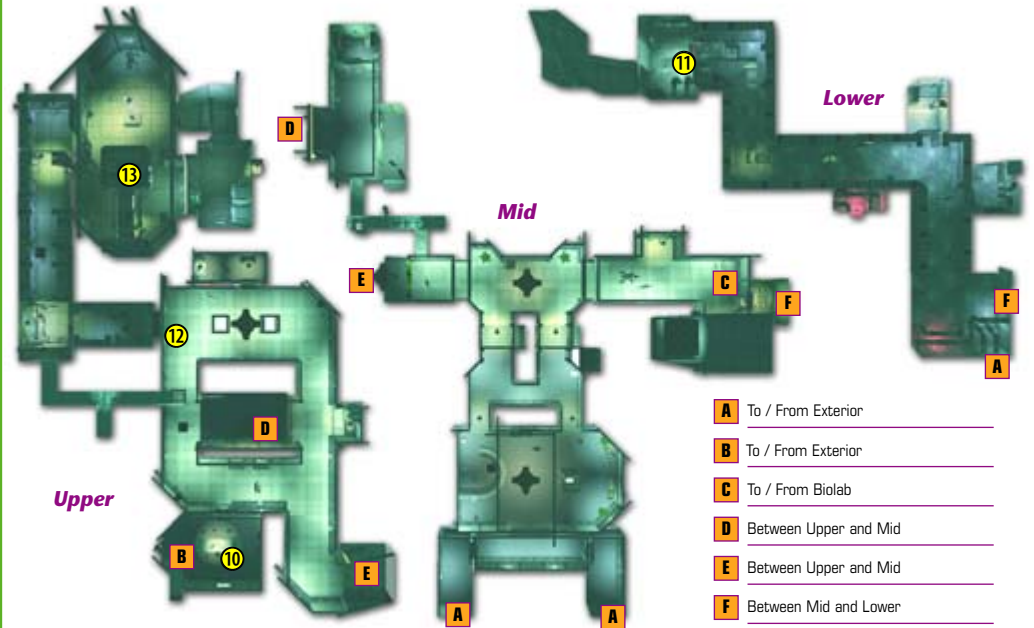


⑧ Slip over the wall of the rooftop LZ, onto the awning over the main entrance. Avoiding the beams of the security camera, dash across the ledge to this area with the large dish antenna. If the camera catches you, you'll have to contend with a flame thrower turret, so be careful.



⑨ In the back corner of the antenna platform is a grille that goes straight into the building interior.

**1-19. Enter Main Complex**



⑩ The vent from the roof leads directly to this conference room. There are guards, cameras and turrets right outside, so leave carefully. A datacube on the table gives you a keycode for the Mako biolab. (The biolab keycode can also be found at the receptionist's desk near the front entrance, if you choose to come in a different way.) At this point you'll probably be contacted by either Donna Morgan or Lin-May Chen, with each one trying to encourage you to do things her way when you get to the mag rail.

**1-20. Mag Rail — Assassinate Scientist\***

**1-21. Mag Rail — Upload Spec\***

\* Objectives are mutually exclusive; you can't complete both.



⑪ Make your way to this storage area near the basement stairs, where you'll find a datacube that gives you the keycode for the weapons lab.



⑫ Now you're ready to enter the weapons lab.



⑬ You can see the mag rail prototype from the hall.



The scientist doesn't much care if you take a look at his prototype. At this point you have a choice to make: kill the scientist for the church, or upload the specs for the WTO. The main difference (other than whether you annoy Lin-May or Donna) is that if you upload the specs you get a chance to either steal the mag rail or turn around and walk out of the room without firing a shot. Neither course of action is possible if you kill the scientist.





If you zip ahead of the scientist after your conversation, you can get into his office ahead of him, before he seals the door. There's not much of interest here (a stray medkit and a not particularly relevant holo message), but this is a good place for the hit, since it allows you to deal with the guard and bot below in a more tactically sound fashion. Once your mission is accomplished one way or the other, Lin-May or Donna will contact you and tell you to search the biolab for info on Dr. Nassif.

## Objective 1-22. Mag Rail — Open Weapon Case

### 1-20. Mag Rail — Assassinate Scientist\*

### 1-21. Mag Rail — Upload Spec\*

\* Objectives are mutually exclusive; you can't complete both.

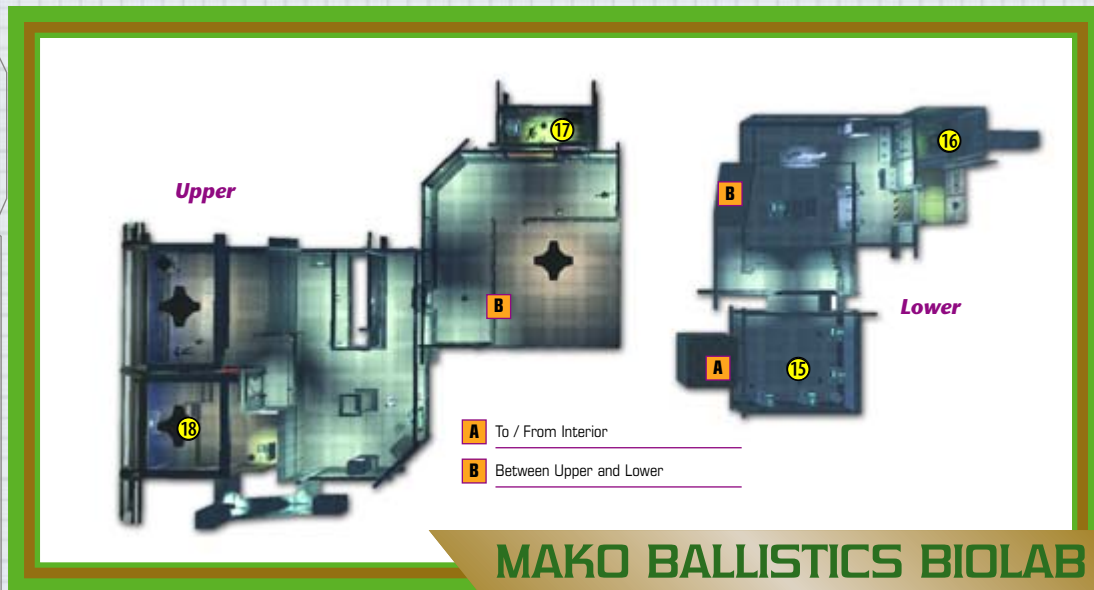
## 1-22. Dr. Nassif — Search Biolab



⑭ Now make your way across the building to the biolab entrance.



⑮ Eavesdrop on the conversation between these ladies and then talk to them, to throw some light on your background.



## MAKO BALLISTICS BIOLAB

## TIP

When you finish either Mag Rail objective, the building will be repopulated with a couple of new guards.



⑯ If you let this guy out, he starts blasting guards and scientists with radiation. (He leaves you alone, out of gratitude for his release.)



⑰ A data cube on this shelf will give you the keycode to the director's office.



This guy knows you from the Tarsus project, but he might be in no shape to say anything interesting at the moment. Try not to panic him.



⑱ This Holocomm from Dr. Nassif is the information you came here to get. Apparently you're going to Cairo.

## 1-22. Dr. Nassif — Search Biolab

### 1-23. Leave for Cairo\*

\* Must have also completed the mag rail objective (either 1-20 or 1-21).



Also in the director's office, a bio-mod canister for your bioenhancement convenience.



Now leave the building and get up to the roof (⑲), where your ride to Cairo is waiting — whether it's Ava or Sid depends on which one you came in with. Expect the exterior of the building to be repopulated with guards when you get there.

### 1-23. Leave for Cairo



# Are you listening in Cairo?

New Cairo atmospheric conditions – normal.

Travel outside arcology walls is discouraged.

Particulate matter levels are severe. Always wear breathing equipment when you have business in the medina.

Level 149 penthouses are reserved for arcology management. Please conduct your business in public areas or leased offices.

The Tarsus Academy on Level 107 will be accepting new applications starting next month. The Arcology Chairman promises more city funding which means more opportunity for all.

Attention citizens: Flight Bay 24 is closed until further notice. The space has been leased to a private organization.

So after the Collapse JC went underground to ... what? Start his own bio-mod firm? From what I know, he doesn't seem like the corporate type.

I've never met the Dentons, but the story is that they realized after the Collapse that no attempt to restore

any form of world government was going to succeed right away. They decided instead to prepare the conditions for a new type of government.

**With biomods?**

A way to level the playing field between rich and poor. A society is no better than the individuals it contains. If all of them can be healthy, intellectually gifted, and self-reliant, the prospects for liberty look much better than they did early in the century.

**And you buy it? You think Paul and JC are sincere?**

That's what we're all told when we join – what you would've been told, eventually, if your training hadn't been interrupted. It sounds better than the constant bickering and war-mongering between the Order, the WTO, the Templars ... all the quasi-feudal powers that sprang up after the Collapse.

Having grown up poor, I appreciated the Tarsus school, and when ApostleCorp came to me and said they wanted to get rid of the enclave-men-

talities that keeps the rich behind walls and the poor – like my relatives in the medina – scrabbling in the dirt, I couldn't refuse.

**Sssh.**

**Listen – Her Holiness has much to teach us.**

I was once an investment banker in the arcology, but now I teach yoga here in the medina. The Order opened my eyes and saved me from the wicked consumerism that was unbalancing my life.

May Her Holiness watch over you. I hope you find what you are seeking.

Living in the comfort of a WTO arcology, it's easy to take for granted all the theory and work that went into constructing these living spaces.

The concept of arcology was developed by Paolo Soleri in early modern pre-Collapse society, during the 1960s. Simply put, it is the fusion of architecture with ecology.

The arcology eliminates wasteful consumption of land, energy and time by



putting living, working and public spaces within easy reach of each other, making walking the main form of transportation.

In the wake of the Collapse, the WTO seized upon this highly integrated and compact urban form as a solution to the present toxicity and sprawl that were only exacerbated by the Collapse. Not all WTO enclaves use this architecture, but in the environments that demand safe, sealed and tightly-knit cities have found success with this structure.

Join our order, friend. We work to reverse and eliminate corruption.

You really round up freaks and murder them?

Friend, let's not be too explicit. Let me say simply that no war is without its battles.

(sigh) ... Children. It's a tough time to be a parent now. My daughter's upset over the situation in Chicago.

It's hard to explain terrorism to a child. I wish the media would stop playing those stories over and over.

I keep telling my little girl: the

security force here will keep us safe no matter what happens in other places. Sure, the terrorists can get the upper hand in Chicago and Seattle, but nothing like that could ever happen here.

I have faith in the SSC and the WTO.

Attention residents of Old Cairo. The particle haze you are experiencing does not pose a health threat.

Repeat: the haze appears to contain only mildly parasitic nanoscale fallout. Cover your mouth and nose when traveling outdoors, but rest assured: the danger is minimal.

Citizens, we have been accused of over-engineering our economy. Well, this is the legacy we inherited from JC Denton. JC Denton ... the solitary criminal mind that precipitated the Great Collapse and showed us just how fragile the old system was. "But how?" you ask. "Just a rumor," you say. No. My investigators have uncovered proof underground at Area 51 that he was NOT working for the United Nations and in fact that there never

WAS a global terror network. He acted alone. Even the recent Chicago disaster pales in comparison to his crimes. Trust the WTO's cautious policies. They protect civilization from madness itself.

Can I trust you?

As much as you can trust anyone who takes bribes. Now – leave me be. Let's make an effort not to be seen together.

History moves in fits and starts. Obviously you're too young to remember pre-Collapse society. I watched two centuries of progress vanish during two minutes on the evening news. Destruction – that's easy. But Her Holiness and Chairman Dumier think they can reunify the planet with a simple decree.

The faithless are easy to manipulate politically, and remember, the faithless are the majority. We should not forget de Tocqueville's insight. If a man does not submit to faith, he will desire a firm, tyrannical shape for society.

It's not too late to reform the Church.



# Mission 2 – Cairo

## The Medina

### NOTE

This walkthrough assumes that you arrive in Cairo with Ava and land in the Medina. If you arrive with Sid you'll come in to the Arcology, and the order of things will play out quite a bit differently.

If you take on the events in this mission in a different order than that given below, you might see a couple of preliminary objectives that aren't listed below. For example, this walkthrough has you talking to the Omar trader before you meet with Billie Adams in the Mosque. If you talk to Billie before you meet the Omar, then you'll get an objective directing you to speak to the trader. Any objectives excluded from this walkthrough are preliminary steps to set up objectives that are accomplished below – we promise we're telling you how to do everything the mission objectives call for.

### TIP

In general, locks in Cairo are tougher to pick than they were in Seattle. In other words, while almost all the locks in the previous mission required only a single multitool to open, most of the locks in Cairo require two multitools.



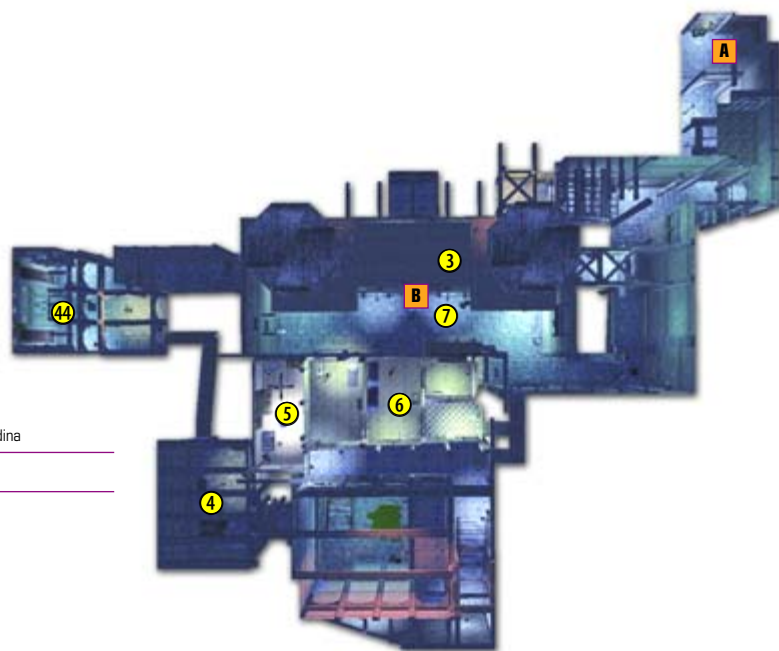
① Ava puts you down on a rooftop heliport in Cairo's south medina (marketplace district). There are goodies upstairs in a locked locker. Shortly after landing, Donna Morgan contacts you with orders to destroy a greenhouse that the Nassif family runs without WTO sanction, while Lin-May Chen orders you to report to Billie Adams at the Mosque.

**M2-1. Nassif Greenhouse — Destroy**

**M2-2. Report to Billie**







**A** To / From South Medina

**B** To / From Mosque

## NORTH MEDINA



Below the helipad is — guess what — a QueeQueg's coffee shop. And — guess what — the owner wants you to do a little mission for him. NG Resonance is playing a gig at the Arcology, and rumor has it her manager can be bribed. The coffee shop owner wants you to slip her a few bucks to have NG endorse QueeQueg's. You'll have to use your own money for the bribe, but the owner promises to make it worth your while if you do. Also, if you talk to the patrons at the coffee shop, you hear about the recent murder of Leila Nassif's parents.

**M2-s1. Coffee Wars —  
Bribe NG's Manager  
(QueeQueg's)**



② These disgruntled medina residents really don't like Arcology folks on their turf — and an expensively dressed foreigner is assumed to be an Arcology type. You can either pay them cr150 to leave you alone, or you can teach them a lesson.



③ Cross over to the north medina. In this gallery, you'll find an Omar trader, with security provided by none other than Leo Jankowski (along with the ever-present Omar protector, of

course). Leo is worried that the Templars are planning to attack the Omar, and wants you to keep your ears open when you're near the Templar recruiting center in the Arcology. The Omar trader has a special on a two-pak of black market biomod canisters. He also has a little job he'd like you to perform, involving downloading the specs for a new type of Templar power armor from the Arcology hangar. To make it easier for you to accomplish this, he'll give you a pass into the Arcology. He also tells you that the WTO has developed a cure for the plague that's making everyone in Old Cairo sick, but they're suppressing it for some sinister reason. (Somewhat weirdly, if you speak to the Omar before talking to Billie in the Mosque, M2-2. Report to Billie disappears from your objective list. It's still a good idea to find Billie and talk to her, though.)

**M2-3. Cure for Plague —  
Uncover Conspiracy**

**M2-s2. Templar Raid —  
Spy on Templars**

**M2-s3. Power Armor Spec  
— Enter Hangar 24**

### M2-2. Report to Billie\*

\*If you talk to the Omar before meeting Billie in the Mosque.



④ This guy is called the Harvester, and he operates out of the Medina apartments. (You can sneak in via the vent from 44, but don't take that route if you want to talk with him.) He has a thriving little business dealing in black market body parts and used bio-mods. Rather than use you for stock, however, he has a business





proposition for you. If you kill the security chief of the ApostleCorp facility in the Arcology, he'll make it worth your while. He'll give you a pass into the Arcology too.

## M2-s4. Harvest Biomods — Kill Security Chief



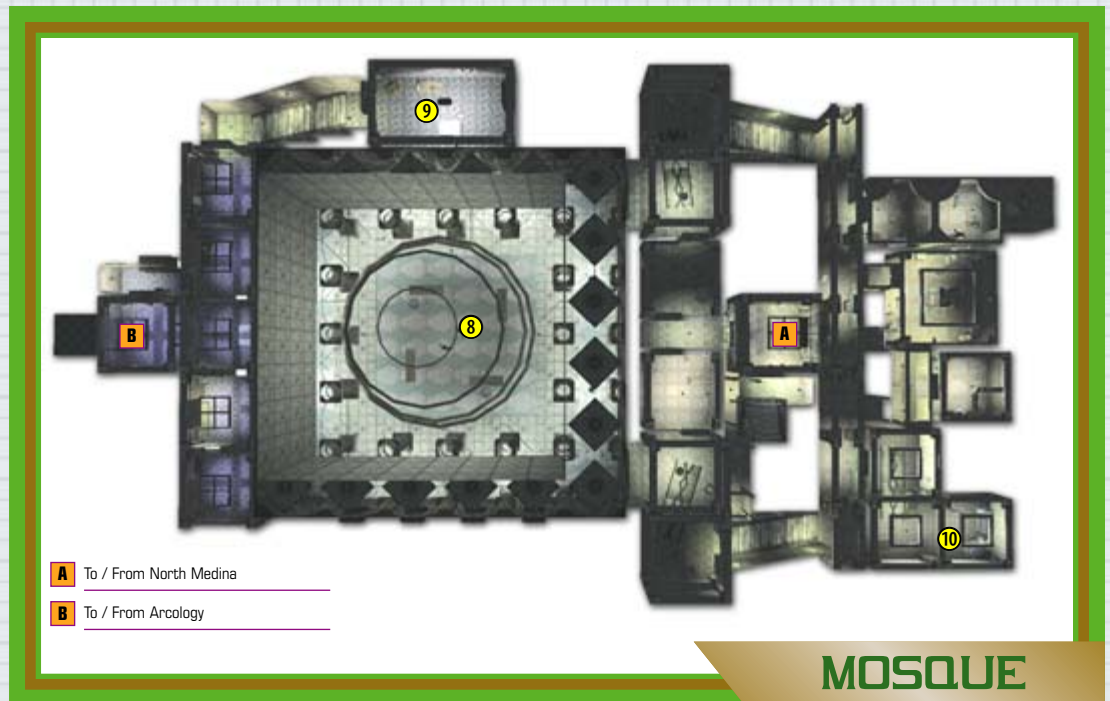
⑤ Up one flight from the Harvester, and across the courtyard, you'll find the Nassif family apartments. Leila's uncle, Maskini Nassif, is worried about his little girl in the Tarsus Academy in the Arcology. He'll give you his parental code to get into the academy and check up on her. (If you visit Maskini after trashing the family greenhouse, he won't be so friendly towards you, but you can still get the code from a datacube in a locker in the bedroom of the apartment.) Donna Morgan contacts you to suggest that a thorough investigation of the academy might be worth your time.

## M2-s5. Missing Students — Check on Eeva

## M2-4. Dr. Nassif — Investigate Tarsus



⑥ Go up one more flight from the Nassif apartment, and slip into the wall vent (get the spiderbot). You'll come out in an apartment that the Templars use to monitor the activity of the Omar traders. There are two Templars inside at the moment. It would be a favor to Leo and the Omar if you took them out.



## MOSQUE



Inside the apartment you find a Holocomm with a recorded message that confirms the Templars are planning to attack the Omar — but it doesn't say when.



⑦ The Order Mosque is entered through these doors.



⑧ In the main prayer room you find Billie Adams talking to

Luminon Saman, a very high ranking churchman from Germany, who disagrees with both Lin-May and Her Holiness about some of the Order's current policies. If you haven't already found the Omar trader, Billie sends you to him to gather rumors about the plague.



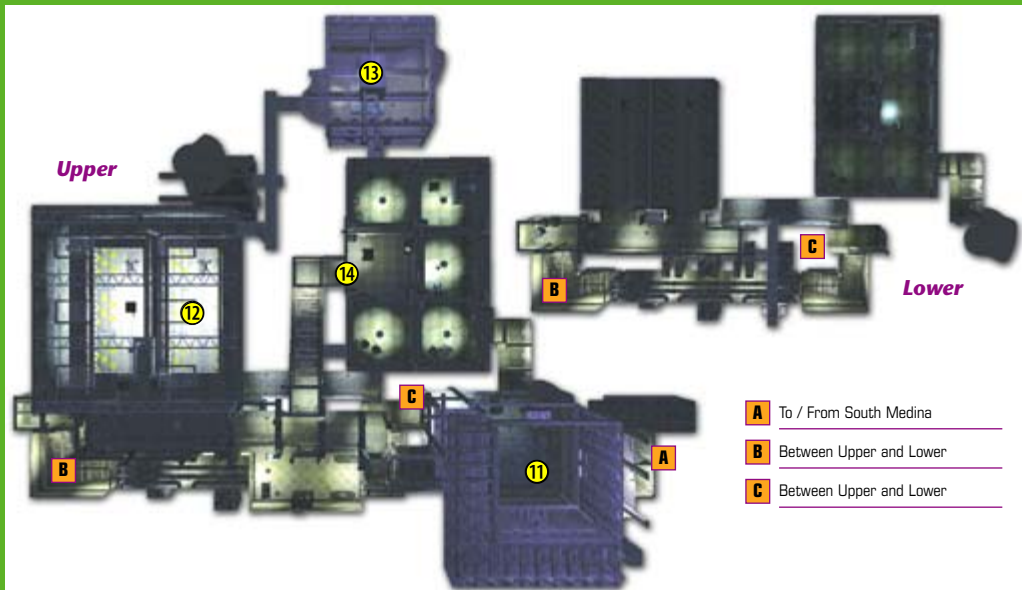
⑨ Follow Luminon Saman to the office above the Mosque, and he'll be happy to talk to you at some length about Order philosophy and his personal views. (There are some decent goodies in the office, as well.)



You can get to the Arcology from the Mosque, but we're going to take the scenic route ...







- A** To / From South Medina
- B** Between Upper and Lower
- C** Between Upper and Lower

## GREENHOUSE



Don't waste resources blowing up the various gizmos in the greenhouse basement — they do nothing important.



⑬ You can fulfill your mission by blowing up this filtering unit.



⑩ The Order has established a free clinic in the basement of the Mosque for victims of the plague. The lady on the right, Mrs. Ameer, would really like to get her daughter Mina into the Tarsus Academy in the Arcology, where the little girls don't seem to ever get sick. If somebody were to hack the academy records, Mina's application would be approved.

**M2-s6. Mina Ameer — Hack Enrollment**



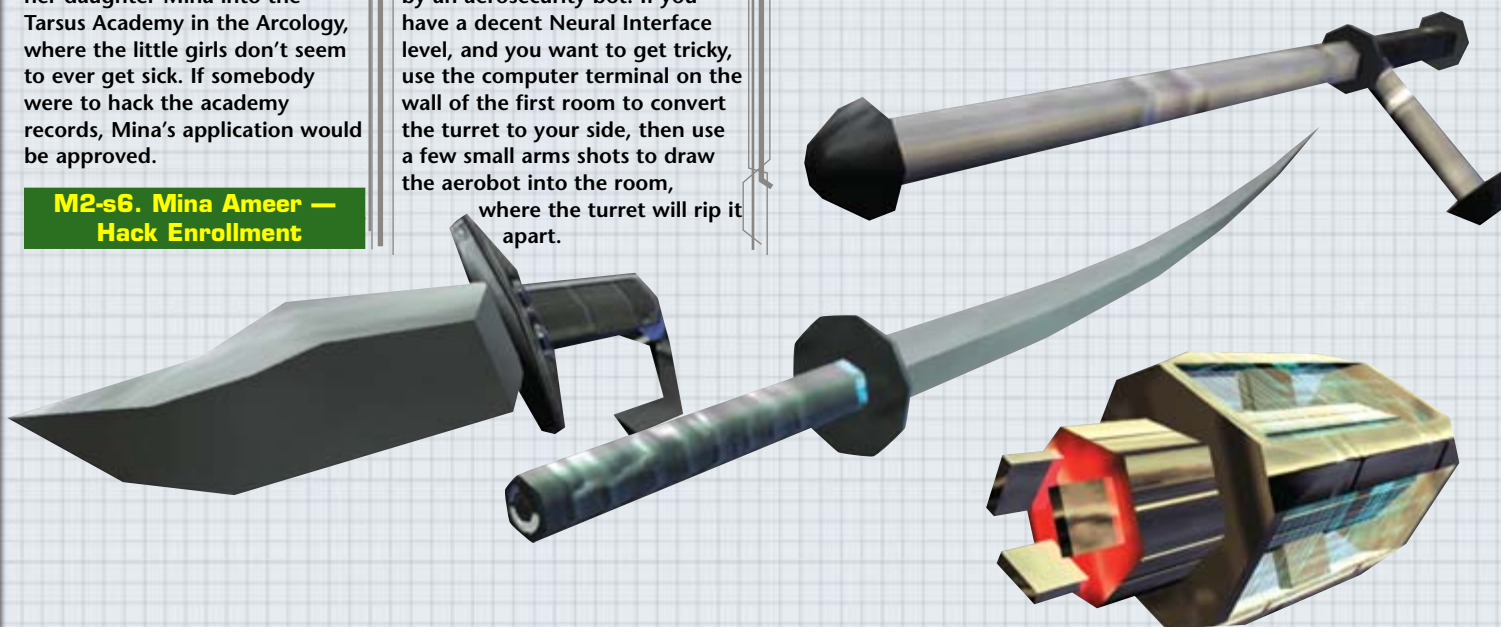
⑪ Leave the Mosque, and cross the Medina to the Nassif Greenhouse. The first room is guarded by a camera and turret, and the second room is guarded by an aerospace bot. If you have a decent Neural Interface level, and you want to get tricky, use the computer terminal on the wall of the first room to convert the turret to your side, then use a few small arms shots to draw the aerobot into the room, where the turret will rip it apart.



⑫ The hydroponics bays where the Nassifs grow food for the hungry locals are guarded by a couple of security bots.



⑭ This ladder leads to the greenhouse offices.







This Holocomm of Maskini Nassif gives the order for greenhouse personnel to turn on the automated security and bug out.



A datacube by this cot gives you the login code for the facility's security system.



You can destroy the greenhouse by using this terminal above the hydroponics bays to shut down the systems. First, however, use it to turn off that automated turret. There's a medbot floating around nearby, if the turret leaves you in need of one.

## M2-1. Nassif Greenhouse — Destroy



⑮ If you destroy the greenhouse, Lin-May will get mad enough to send a hit-squad of seekers to teach you a lesson. But it's not like killing them will keep her from asking for more favors in the future.



⑯ This SSC guard watches one of the back entrances to the Arcology. If for some reason you don't already have an Arcology pass, she can be bribed.





## The Arcology



17 You step out of the elevator into a maintenance area of the Arcology.



18 These two guards seem to be guarding something important. Perhaps you'll find out more about it later.



19 It's not hard to find the Templar recruiting desk that Leo wanted you to eavesdrop on. In case you're wondering, the wall safe contains one scrambler grenade, plus a datacube giving information about Tarsus Academy that you can get elsewhere — in short, definitely not worth the trouble.



20 This vent, near the entrance to the Tarsus Academy, will take you to the grille above the Templar desk.



21 You can either disable the beams at this junction point, or take on the spiderbot that breaking them will release.



Pretty soon you end up directly behind the Templar desk, where sure enough you overhear plans for the Templar raid on the Omar. You'll want to go back and report what you heard to Leo,

but no need to hurry off — the raid won't happen until after the next time you talk to Leo, whenever that is.

**M2-S2. Templar Raid —  
Spy on Templars**

**M2-S2b. Templar Raid —  
Protect Omar**



22 The manager of the Pequod's on level 107 will offer you a bio-mod canister if you bribe NG Resonance's manager to endorse his coffee. Seems you have a choice to make.

**M2-s7. Coffee Wars —  
Bribe NG's Manager  
(Pequod's)**







Talk to the NG sim in the corner of Pequod's and she tells you that she (by which we mean the WTO, of course) would be most interested in any evidence of corruption in the Arcology management. She also has a surprise or two about the girls in the Tarsus Academy.

## M2-s8. NG Resonance — Find Information



② Concluding our tour of the public areas of 107-108, note that the Arcology's SSC chief hangs out at this station on 108. The holding cell has a black market biomod and a mag rail (your first chance at one since Mako). The locker's contents are also nice, but out of reach unless things take a very unpleasant turn.



④ This harried receptionist checks the parental code from Nassif and lets you into the Arcology's Tarsus Academy. There certainly are a lot of guards wandering around, for a girl's school. As you enter, Donna Morgan contacts you to suggest you investigate the whereabouts of several students that appear to have gone missing from school.

## M2-s9. Missing Students — Find



## TARSUS ACADEMY



⑤ In the palatial headmaster's office, you can pay your respects to the man himself. If you hack into the security computer on the wall, you can turn off the automated security in the room, and even open the headmaster's wall safe, but don't try it unless you're sure the nearest SSC guard isn't looking and you have a good, high Neural Interface level.



Near the detention station in the Headmaster's office you find this datacube, which gives you the

logon key to the admissions database. This allows you to hack in and approve Mina Ameer's application, even if you don't have a Neural Interface.



⑥ Wind your way around into the receptionist's office. You can log on to the computer here and approve little Mina Ameer's application to the Academy.

## M2-s6. Mina Ameer — Hack Enrollment

## M2-s6b. Mina Ameer — Share News







**A** To / From Arcology 108

**B** To / From ApostleCorp Labs

## APOSTLECORP OFFICES



**A** To / From ApostleCorp Offices

## APOSTLECORP LABS



### TIP

After uncovering the Headmaster's secret plans, you have a choice to make. If you confront (or kill) the headmaster right away, you'll have to battle your way out through all the SSC guards in the place (and there are a lot of them), plus a few more Templar sympathizers outside the academy. Now that might be all right — after all, the evidence you uncovered says that the guards at the academy are hand-picked Templar sympathizers. On the other hand, if you don't want all that bloodshed around the kids (or don't want to expend that much ammo) you have another choice. Just walk out of the academy without a word and take the evi-

dence to the SSC commander at the station on level 108 (remember, the evidence said he was not a friend of the Templars). He'll send somebody in to arrest the Headmaster right away, while he sorts out the loyalties of his forces on his own time. You'll even get a reward for reporting the plot to the authorities. (And if you really want to take out the headmaster with your own hands, don't worry ... you'll get your chance later on.) You can even take a third option — walk away completely and leave the little girls to their fate at the hands of the Templars. Hey, this game is all about making choices.





②⑦ The guard outside the door is waiting for the exterminator to show up. Apparently this is a life sciences lab, and a couple of greasels that were being used for class got loose. The guard's tired of waiting, and she'll be happy to hand over the exterminator's fee to you, if you can make the greasels go away.

**M2-s10. Greasel Infestation — Kill Greasels**



Once you dispose of the creatures, you can pick up your fee from the guard.

**M2-s10. Greasel Infestation — Kill Greasels**

**M2-s10a. Greasel Infestation — Collect Reward**



One of the materials cabinets in the lab contains a biomod canister. What kind of classes do they hold in here, anyway?



②⑧ In the biology lab there's a grate in the wall near the biomod canister. Open it and follow the vent to this hideaway/party room that the girls have established in the ventilation system. There you find Eeva Nassif and a little friend, who tells you more about the headmaster's suspicious behavior. They also tell you how to get to his secret office.

**M2-s5. Missing Students — Check on Eeva**

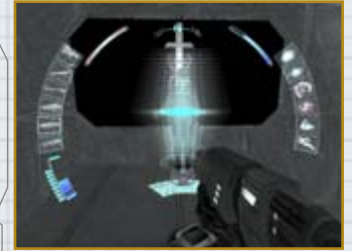
**M2-s9. Missing Students — Find**



②⑨ There are two ways to get to the headmaster's secret room. The high road, with spiderbots, or the low road, with super-heated gas vents.



③⑩ The headmaster's secret chamber is guarded by a camera and a ceiling turret.



Access this Holocomm on the table to discover the true depravity of the Templars' plans for the schoolgirls. For some reason, Donna Morgan feels like this is a good time to contact you and tell you that your next assignment is to find and interrogate Leila Nassif in the ApostleCorp facility elsewhere in the Arcology.

**M2-4. Dr. Nassif — Investigate Tarsus**

**M2-s11. Interrogate Dr. Nassif**

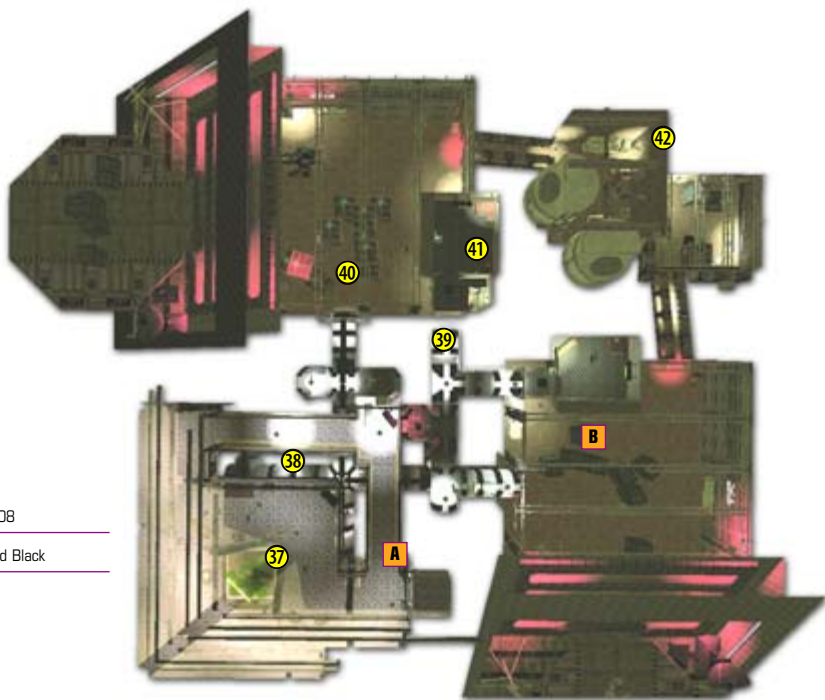


③① In the room next to the headmaster's secret office, there's a repairbot. Beyond that is a ladder going down, and at the bottom of the ladder is a room where a Templar fire team is staged and awaiting orders.



③② When you're finished at Tarsus Academy, go up to Level 108 and enter the ApostleCorp facility (discreetly labeled "Corporate Suites" over the elevator). Klara Sparks meets you there. Klara tells you that the facility has been taken over by Templars, and that you and she are assigned to clean out the bad guys and rescue Leila Nassif, who's inside. Also, if you didn't kill the scientist at Mako Ballistics, Klara gives you a free biomod canister, as a reward for helping out the WTO.





**A** To / From Arcology 108

**B** Arrive / Leave with Sid Black

## ARCOLOGY AIR TERMINAL



Working together, you and Klara should be able to make short work of the Templar Paladins in the first office.



③ You can get some pretty spectacular results if you take control of this turret. From this point Klara stays behind to guard the entrance, and lets you take point to clear the rest of the facility.



③④ In a barricaded office, you find the ApostleCorp security chief that the Harvester wanted you to kill. He seems like a nice enough guy. If you tell him that the Harvester wants him dead, he'll offer you an alternative deal: he'll give you a useful keycode to the Arcology's nano-systems (remember that locked and guarded door you passed on the way in). He won't transmit the code to you until you're actually in the maintenance area, to prevent a double-cross. We recommend you take the deal, because it's a more interesting plot line and the Harvester is ... just nasty.

But if you do decide to take the security chief out, it's not hard (but note that that weapon he's toting around is a mag rail). A sniper rifle works dandy. And there are other ways to get past the locked door.

**M2-s4. Harvest Biomods — Kill Security Chief**

**M2-s4b. Harvest Biomods — Collect Reward\***

**M2-s12. Spare Security Chief\***

*\* These Objectives are mutually exclusive; you will receive only one, depending on whether you kill the security chief or not.*

*If you don't kill the security chief at this time, M2-s4 and M2-s12 will both continue to appear as objectives until you either kill him or receive the keycode he promised you in the maintenance area.*



③⑤ When you get to the laboratory facility, you find it guarded by bots and turrets. If you keep your eyes open, you'll be able to score a free biomod canister. As you approach Dr. Nassif's hiding place, Lin-May Chen will contact you and, of course, she wants you to kill Nassif.

**M2-s13. Kill Dr. Nassif\***

*\* If you perform this mission in a different order than the order in this walkthrough, you may get this objective earlier.*



③⑥ Leila has barricaded herself in a bulletproof office to hide from the Templars. When she sees it's you, she'll come out. Make sure you talk to her on both sides of the glass. Klara shows up about now, just to keep you honest. She won't be thrilled by the tone of your conversation with Dr. Nassif (who's not a huge fan of the WTO), but despite her threats, she won't do anything to actually stop you from talking. Leila tells you she's going to Trier, the last remaining ApostleCorp facility (and also the site of the much-heralded summit talks between Chad Dumier and Her Holiness. Coincidence? Or ... something more?) She suggests you go there as well, and talk to the head of ApostleCorp operations there, one Tracer Tong (a name that will be most familiar to veterans of the original *Deus Ex*). If you do decide to kill Leila (which we don't recommend, but our bias is to leave recurring characters alive



as long as possible, to move the plot along) you'll probably have to take out Klara as well.

## M2-5. Find Tracer Tong in Trier\*

\* This objective cannot be fulfilled until Mission #3.

## M2-6. Hire a Pilot

## M2-s11. Interrogate Dr. Nassif

## M2-s13. Kill Dr. Nassif\*

\* If you want to fulfill Lin-May's objective, you must kill Leila just as soon as she walks through the door, before she starts talking again.



Time to move on to the Arcology air terminal. Fortunately, the elevator is right next door to ApostleCorp.



37 NG's manager is on the first level of the terminal. She's happy to push for an endorsement of anybody you'll give her cr500 to endorse.

## M2-s7. Coffee Wars — Bribe NG's Manager (Pequod's)

## M2-s1. Coffee Wars — Bribe NG's Manager (QueueQueg's)

## M2-s7b. Coffee Wars — Collect Reward (Pequod's)\*

## M2-s1b. Coffee Wars — Collect Reward (QueueQueg's)\*

\* Depending on which one you selected.



38 Downstairs you meet this frustrated woman, a WTO tax examiner who's just sure that the Templars are generating some serious unrecorded income with whatever they're up to in Hangar 24. She offers a reward if you can come up with something she can put on a subpoena.

## M2-s14. Tax Audit — Search Hangar 24



The woman behind the ticket counter is secretly in the pay of the Omar. If you've received objectives M2-3 or M2-s3 from the Omar trader, she'll give you the keycode to get into Hangar 24.



39 The ladder leading to the VIP overlook for Hangar 23 is protected by energy beams, but you can avoid them without loss of resources by going to the coffee bar on the way to Hangar 24. Across the hall from the coffee bar is a vent hidden behind some crates that will take you to the ladder. To tell you the truth, there's not much in the overlook at the moment, except for this locker, which contains a datacube that gives you the keycode to the safe in Hangar 24 — which is worth the trip. You might also be able to put the repairbot puttering around Hangar 23 itself to good use.



40 Expect a tough fight in Hangar 24, against several Paladins backed up by a military bot. When you enter the hangar, the Omar will contact you with more information about the armor specifications they're looking for.

## M2-s3. Power Armor Spec — Enter Hangar 24

## M2-s3b. Power Armor Spec — Upload to Omar



This unassuming footlocker contains the armor specs the Omar wanted you to find. They tell you to come see the trader in the Medina to find out what they discovered. The datacube's info on Templar armor trading is also what the tax examiner needs to bust the Templars for tax evasion.

## M2-s3b. Power Armor Spec — Upload to Omar

## M2-s3c. Power Armor Spec — Analysis

## M2-s14. Tax Audit — Search Hangar 24

## M2-s14b. Tax Audit — Report Armor





④ The observation area above the hangar is guarded by a Paladin and a turret. Once you get to it, the desk Holocomm has proof that the Arcology chairman is conspiring with the Templars to withhold the plague cure from the people below, and to throw ApostleCorp out of the Arcology. This is the information the NG sim was interested in. Also, when you get this information Lin-May Chen will contact you and tell you that you should confront the Chairman face to face. She'll also tell you to get the information on the plague cure out of the wall safe in the cargo area.

If you haven't been to ApostleCorp yet, this handy Holocomm also gives you the code to enter their offices.

**M2-3. Cure for Plague — Uncover Conspiracy**

**M2-s8. NG Resonance — Find Information**

**M2-s8b. NG Resonance — Report Information**

**M2-s15. Cure for Plague — Confront Chairman**

**M2-s16. Cure for Plague — Locate**



④ The wall safe is down in this cargo storage area. The room is flooded with radiation, so you have to be quick. The safe has a code for the computer that can set the Arcology's nanoformers to clean up the atmosphere and cure the plague.

Lin-May contacts you and tells you to use the information to reprogram the bots.

**M2-s16. Cure for Plague — Locate**

**M2-s16b. Cure for Plague — Reprogram Bots**



Return to the VIP overlook for Hangar 23 to confront the Arcology chairman about the plague cure. You can shake him down for a really impressive bribe (or kill him, or just leave him alone ... nobody much cares which).

**M2-s15. Cure for Plague — Confront Chairman**



On your way out through the terminal, remember to tell the tax examiner what you learned in Hangar 24. She'll give you a cash reward.

**M2-s14b. Tax Audit — Report Armor**



When you pass through Pequod's on your way to the maintenance area, you find Sid Black waiting for you there. Ava Johnson contacts you from a Holocomm next to the door. You can pick whichever one you want to take you to Trier.

Also, while in Pequod's you can collect your reward from the owner, if you bribed NG's manager for a Pequod's endorsement. Finally, you can tell the NG sim what you found out about the chairman, and collect a reward for that. If you're feeling devilish, you can collect an additional reward by ratting out NG's manager for taking bribes. The manager will be fired, but you'll still be able to collect from whichever coffee shop you made a deal for.

**M2-s8b. NG Resonance — Report Information**

**M2-s7b. Coffee Wars — Collect Reward (Pequod's)**

**M2-s17. Pilot Ava — Meet at Helipad**

**M2-s18. Pilot Sid — Meet at Coffeeshop**

**M2-s18b. Pilot Sid — Meet in Hangar 23\***

\* If you choose to pay Sid's cr500 fee for transport to Trier.



④ Go to the maintenance area and the security chief (if you left him alive) will send you the key-code he promised. (If he's dead, you'll have to use multitools to get in, which the guards probably won't care for.) Inside the control room, just enter the key-code and you'll have saved millions of people in the city below.

**M2-s12. Spare Security Chief**

**M2-s16b. Cure for Plague — Reprogram Bots**



Time to take care of some clean-up in the Medina before you go. If you bribed NG's manager for a QueeQueg's endorsement, stop and pick up your reward (it doesn't matter if you ratted out the manager after bribing her) — your choice of weapon mods from an assortment the manager provides.

**M2-s1b. Coffee Wars — Collect Reward (QueeQuegs)**







Check in with Leo and let him know that the Templar raid could come off at any moment. You have to leave this map (going to either the Mosque or North Medina) before you find out how the fight turns out. You can lie, and tell Leo that the raid's been cancelled, but there's no benefit for you in that. Also, talk to the trader to find out about a potentially useful flaw in Templar power armor.

**M2-s2b. Templar Raid — Protect Omar**

**M2-s2c. Templar Raid — Check on Leo**

**M2-s3c. Power Armor Spec — Analysis**



Drop in on the Medina apartments. Maskini Nassif is so grateful that you saved his daughter, he insists on giving you a cash reward (he doesn't even care whether you trashed his greenhouse or not). And you can pick up your cash from the Harvester if you decided to whack the security chief for him.

**M2-s4b. Harvest Biomods — Collect Reward**



44 Speaking of the Harvester, if you'd like to take him down (just

because he's so loathsome) go to this side-chapel next to the Mosque, where recordings of Her Holiness are played for the faithful. On the back wall, behind a cargo pallet, is a vent that leads straight to the Harvester's lair. He has a couple spiderbots to protect him, but he also has a few goodies.



Now go into the Mosque and down to the infirmary to tell Mrs. Ameer that you fixed things for Mina at the Academy. The cash reward she insists you take is tiny (a whopping cr5), but the warm fuzzies are priceless. The Omar will contact you when you leave the North Medina, to tell you how the fight with the Templars went.

**M2-s6b. Mina Ameer — Share News**



Back to Leo one more time. If you told him the truth, he gives you a generous cut of his combat bonus. If you lied, the Omar trader is dead, Leo's distraught and your preferred customer bonus is toast.

**M2-s2c. Templar Raid — Check on Leo**



And that about does it for Cairo. Go to the hangar to meet up with Sid (you'll have to set the pilot beacon for him before he can take off) or to the helipad to meet up with Ava — whichever you choose — and head out for Trier.

**M2-6. Hire a Pilot**

**M2-s17. Pilot Ava — Meet at Helipad**

**M2-s18b. Pilot Sid — Meet in Hangar 23**





## Are you listening in Trier?

No new news on the fifteen global Nanite Swells. Except for a significant shift in Swell 9 five years ago due to some el niño activity, no change or disintegration has ever been observed in them. Most predictors seem to indicate that all of the nanological clouds are permanent aftereffects from environmental damage done in the wake of The Collapse.

While no concrete research has been done, many suspect that breathing these particles causes a higher incidence of certain chronic diseases.

The time is coming when you will have to choose sides, Alex. Be careful of the other trainees. They won't necessarily see things the way you do.

All of our secrets are contained in the cells of your body, but no one will be able to make use of them without JC's help. During the Collapse, JC had little choice other than exile. The merger with the Helios AI was unstable. He needed a safe place to retire while we developed a

more compatible biomod architecture.

I am curious what you will find in the laboratory. Perhaps Her Holiness has learned something about the Templar plans.

The Omar moved into Trier a few months ago. I knew I had to adapt or get out of town. I'm a businessman. I know how to make tough decisions.

When the Omar set their eyes on a particular market, they don't leave you much choice. At least they haven't tried to suck out my brains and laminate my body with black Latex.

It's an uneasy partnership. I know that they'll dump me as soon as I'm not needed. I wonder how long the Omar will need the human race.

We've waited quietly for too long. We must act swiftly to save humankind from itself. Her Holiness had the vision to start the movement, but Luminon Saman has the drive to complete it.

Sitting down to talk with our enemies – and what?

Bow to their demands? I cannot believe the Order is participating in this summit. Our willingness to negotiate is met with violence. This only underscores that the time for talking has passed.

In her generosity, Her Holiness has relaxed interpretations of doctrinal law. It is time for a return to orthodoxy. I am ready to fight on the front lines and if necessary be imprisoned for my faith.

Dissent within the church grows daily. I'm not the only one questioning Her Holiness.

It's a war that's coming, a new kind of war ... I tried to sign up, but they said they didn't need me.

They said I was sick, but in one of those power-armor suits, which they're getting ready to run off an assembly line ... in one of those suits I'm as good as ANY MAN.

Funny. These Knights Templar hate the idea of machines in your body to fight disease, but they don't mind having



machines fight their wars. I just think someone should take over. There isn't any GOVERNMENT anymore. Can't even get a decent meal most of the time.

The Templars want to CLEAN UP this scabby planet. I think they're going to do a good job, too.

No need for people to have the perception that we started these organizations for some other purpose.

Unless somebody tells them.

I could tell them myself. They would think it was the same old story: the Illuminati secretly controlling the world. Oooo. Some might believe it, but everybody else would laugh in my face.

People want to believe certain things about their leaders. That's always been our key to power.

I provide defense, should the need arise. Traders handle the business. We are interested in business opportunities with your kind, but be warned, we will take action against those who might threaten

or cheat us.

Scan complete. Your systems contain impressive innovations. The Trader will be happy to discuss possible transactions with you.

We work in secret only because it best serves our purpose. In time, humankind will understand and thank us.

My family has a long history with the Illuminati. You might say the same of your bloodlines as well. In time, it will all become clear. We want to bring humanity into the light.

Are you ... Her Holiness? It's strange seeing you as just another person ...

Yes. I'm just another ordinary human being, like you.

Maybe I could help.

You've been very helpful already. My computer analyzed the transceiver in your temporal bone and found some interesting data files.

Those are encrypted files. I found the key some time ago. I will be using your eyes and ears to gather more data. Your notions of

privacy are old-fashioned. It was a love of privacy that brought on the Collapse. A love of secrets, plans, and personal possessions.

I still don't like being spied on.

Perhaps I am too aggressive, but a society in which everyone understands everyone else is something I think we all should strive for.

How about I bug you and make this learning process go both ways?

Very soon we will be connected. A great Advance will change what it means to be human, and there will be no further need to conceal information. But that world is not yet here.

But people dedicate their lives to these causes, and it turns out they're just your pawns?

Not at all. We are humankind's servants, not their puppeteers. We knew that human society could not respond to a single voice, so we engineered these organizations. With these fronts, we can optimally lead civilization toward a bright future.



# Mission 3 – Trier

## Trier Streets

- A** To / From Black Gate Ruins
- B** To / From Trier SSC
- C** To / From Nine Worlds Tavern
- D** To / From QueeQueg's
- E** Depart for Templar Compound



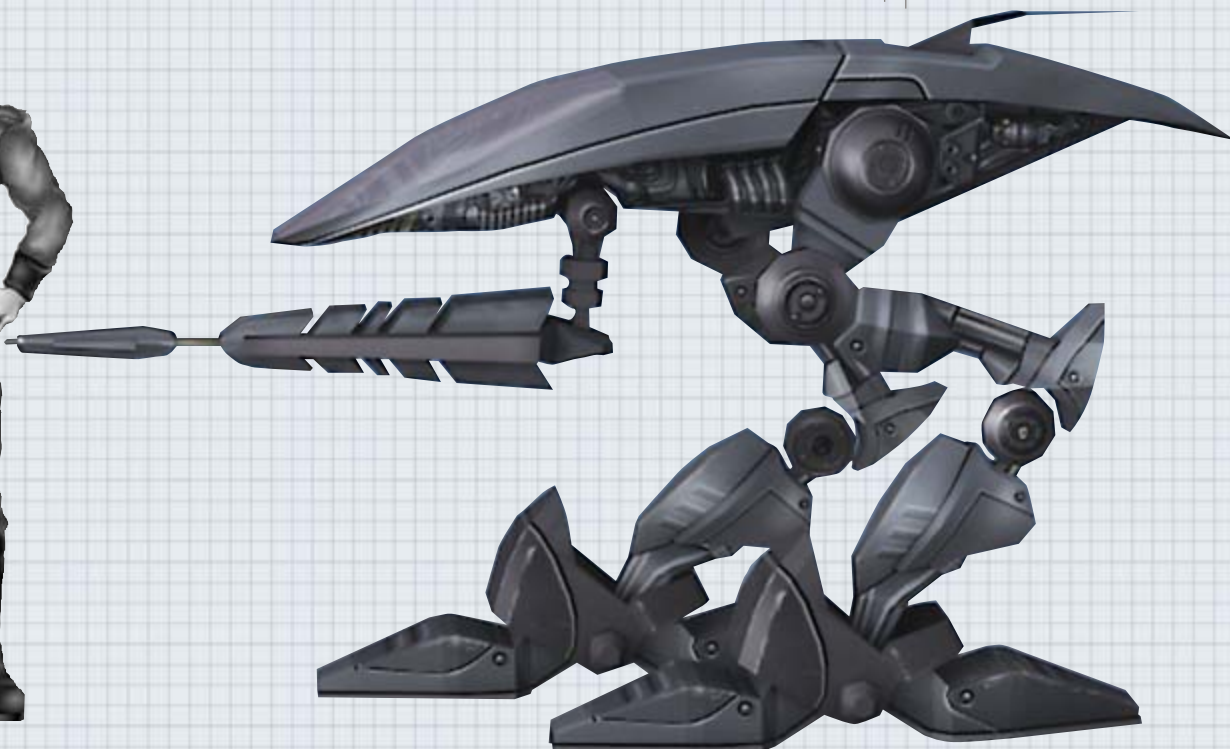
### TRIER STREETS

### NOTE!

If you arrive with Sid, he'll drop you off on the roof of the Nine Worlds Tavern. Ava will drop you off in the square in front of the SSC station.



① Welcome to quaint, historical Trier — home of Luminon Saman, location of ApostleCorp's top secret teleportation gate facility, and site of the much-publicized summit conference between Chad Dumier and Her Holiness.





But all is not going smoothly ...

## M3-1. Find Tracer Tong

### M3-s1. Pilot Sid — Meet in Tavern\*

\* Only if you arrived in Trier with Sid Black.



② There's rioting in the streets of Trier as Saman's seekers and the employees of the Panzerwerks bot factory have come into violent conflict. If you don't step in, things will end very badly for this seeker.



③ QueeQueg's holds a local coffeshop monopoly, but that doesn't mean the coffee wars haven't broken out here. The shop owner is suing to stop Pequod's from advertising its wares in Trier. There's also an NG sim in here that you can check in with.

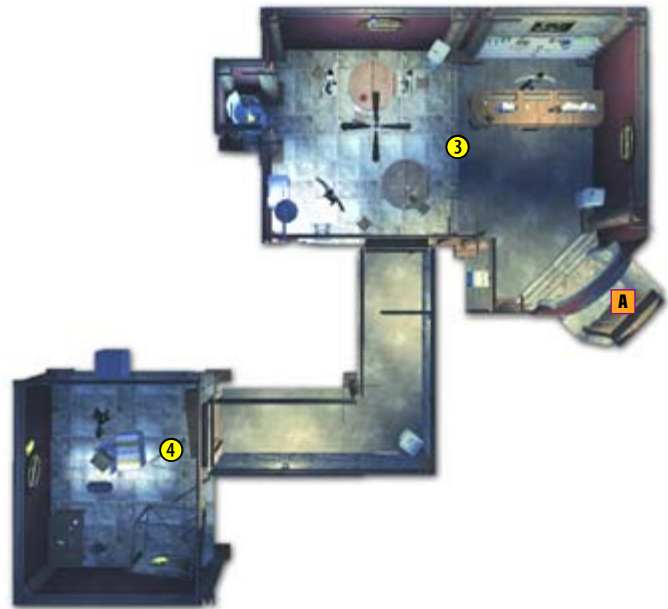
## M3-s2. Coffee Wars — Investigate Lawsuit



One of the patrons in the shop is one David Kurczec, arms smuggler — a name you might remember from Seattle. Mr. Kurczec is now representing the Omar, and he'll be happy to arrange a meeting between you and the local trader.

## M3-s3. Meet Omar

A To / From Trier Streets



## QUEEQUEG'S COFFEE

### TIP

The assassin pistol (a unique weapon) is found hidden in the Curio Shop above the Nine Worlds Tavern.



④ Watch-greasels? Now there's an idea whose time should never have come. Kill the critter in the office/storeroom to get at the goodies that the owner foolishly bought it to protect.



⑤ Everybody who's anybody in Trier hangs out at the Nine Worlds Tavern.



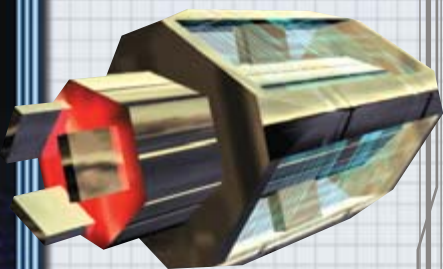




⑥ The Omar have set up shop in an abandoned souvenir shop above the tavern. Look under a fallen display case for some excellent free goodies. If you purchase a black market biomod from this trader, you'll have to go pick it up yourself at a blind drop the Omar have arranged in the Black Gate ruins.

**M3-s3. Meet Omar**

**M3-s4. Black Market Biomod — Find Canister**



⑦ Your buddy Sid Black is hanging out in the tavern (big surprise). Also, eavesdrop on the conversation between a couple of patrons at a table, to pick up a tip about stolen weapon mods being hidden in plain sight in the display window of a nearby gun store.

**M3-s1. Pilot Sid — Meet in Tavern**

**M3-s5. Steal Weapon Mods**



⑧ In a quiet dining room away from the main tavern, you meet Tracer Tong at long last. He explains a great deal about your own origins and, while no friend of the WTO or the Order, advises you to cooperate with Dumier for now in the rescue of Her Holiness. As a getting-acquainted gift, he has a biomod canister for you. Ava Johnson also contacts you here, via the Holocomm.

**M3-1. Find Tracer Tong**

**M3-2. Black Gate — Find Lab Entrance**

**M3-3. Find Her Holiness**



⑨ As you leave the tavern after talking to Tong, Chad Dumier contacts you and asks you to come see him at the local SSC station. On your way there you pass the shop window with the stolen weapon mods in it. The glass is alarmed, so hopefully you have a glass destabilizer, or expect some major unpleasantness if you break in. Even if you do get past the window and into the shop quietly, watch out for the patrolling SSC guard.

**M3-s6. Talk to Chairman Dumier**

**M3-s5. Steal Weapon Mods**





⑩ In the SSC station you're greeted by international SSC commander Vera Maxwell.



⑪ It's amazingly easy to get into the SSC evidence locker if you have a glass destabilizer or a Neural Interface or a few multitools. Inside you'll find all kinds of goodies, including the evidence that the QueeQueg's manager is looking for. It's not necessarily what he wants to hear, though — apparently Pequod's and QueeQueg's are owned by the same mysterious entity, who plays them off against each other for reasons unknown.

**M3-s2. Coffee Wars — Investigate Lawsuit**

**M3-s2b. Coffee Wars — Collect Reward**



⑫ This detained worker can tell you about his experiences in the anti-Order riots.



⑬ From a concealed observation room you're allowed to overhear this conversation between Dumier and Saman.



⑭ From behind the bulletproof glass of the interrogation room, Dumier requests you help rescue Her Holiness from the Templars. He gives you the keycode that will allow you pass from the Trier Streets to the Black Gate ruins.

**M3-s6. Talk to Chairman Dumier**



⑮ You may have the keycode to the Black Gate's front door, but that doesn't mean that's the way you want to go in. Instead, go down the alley by QueeQueg's (you can pick up your informant's reward on the way) and lift the grate in front of the cash machine to get to the city sewers.

**M3-s2b. Coffee Wars — Collect Reward**





# The Black Gate



Expect to take some residual damage from Greasel goo as you cross this sewer, as well as having to deal with the critters themselves. There are some decent goodies along the way, though.



①⑥ When you leave the sewers, hide behind this large crate. This is an excellent position from which to snipe any Paladins that may be in range, then stage a surprise attack against the military bot.



①⑦ From ground level in the ruins, you can snipe at Paladins in the upper levels.



①⑧ In this storage room off the upper level of the ruins you'll



## BLACK GATE RUINS

find the Omar's black market biomod canister, if you purchased it from them.

### M3-s4. Black Market Biomod — Find Canister



①⑨ Tucked away in the corner of the middle level of the ruins is the entrance to ApostleCorp's Black Gate labs.

### M3-2. Black Gate — Find Lab Entrance



②⑩ This control room near the entrance has the access to a vent system that will take you further into the complex, and get you to some useful goodies.



②① The teleporter room is off-line for the moment.



②② Use the wall vent or a glass destabilizer to get into the office of Tracer Tong. It has lots of goodies and information, including a Holocomm message from Leila, and a locked cabinet with no fewer than three (!) biomod canisters. There's also a holocube with a computer login that you'll need at the very end of the mission.





②③ You find Her Holiness and Donna Morgan in the containment area. We definitely don't recommend it, but you can kill them both by hacking into the security computer on the wall.

If you don't do anything pointlessly homicidal, Her Holiness will introduce herself as Nicolette Duclare (which probably won't come as a huge surprise to veterans of the original *Deus Ex*), and come forth with some surprisingly candid revelations about the relationship between herself and Chad Dumier.

Now that you know that Saman is a traitor, Dumier will contact you to let you know that your next assignment will be to investigate the old Order Church, which Saman has turned into a Templar barracks. You'll need to hire a pilot to drop you in the right part of town.

### M3-3. Find Her Holiness

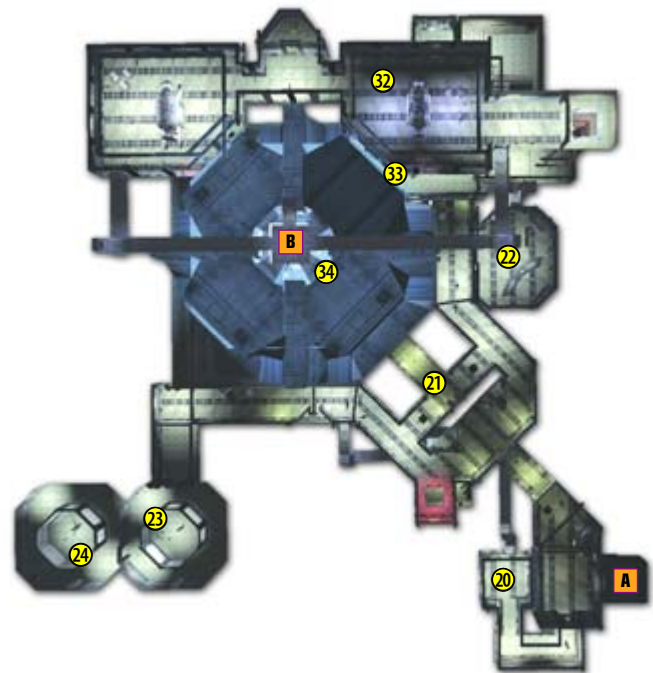
### M3-4. Templar Compound — Hire Pilot



②④ You can release this gray in the next cell to find out a bit more about his people's relationship with JC Denton.



Once you've found Nicolette, the



## BLACK GATE LAB

Illuminati move in and take control of the facility. They're on your side, as long as you don't make any trouble. Return to the Trier Streets, and both Dumier and Tong will contact you to ask you to come talk to them.

### M3-s7. Templar Compound — Talk to Dumier

### M3-s8. Talk to Tracer Tong



When you return to SSC headquarters, Chad and Nicolette are reunited ... and it looks like they're still very friendly after all these years. Dumier will give you a map of Saman's enclave in the local Order church.

### M3-s7. Templar Compound — Talk to Dumier



Go back to the Nine Worlds, where Tracer Tong will tell you more about JC Denton. While you're there, make arrangements with either Sid or Ava to take you to the Templar compound. When you're ready to go, meet your pilot on the roof of the tavern.

### M3-s8. Talk to Tong

### M3-4. Templar Compound — Hire Pilot





# The Templar Compound



As was true in Seattle, the Order Church is located in one of the less reputable parts of the city.

## M3-5. Templar Compound — Infiltrate Base



② In exchange for a few credits, this street kid will mark the location of every Templar guard on the map you got from Dumier.



②⑥ The blind alley where you met the street kid is also the only way to get to an important goodie cache.



- A** Arrive / Depart for Trier Streets
- B** To Templar Church (exterior)
- C** To Templar Church (interior)

## TEMPLAR COMPOUND





# The Templar Compound

From ②⑤, jump up onto the dumpster, then on the ledge above (watch out for the flame thrower turret just around the corner). Jump up on some crates and take out the two snipers on the ledge on the other side. On the ledge, you'll find a locker with two black market biomod canisters.



②⑦ The easiest way to get into the church is through this dry drainage canal, which the Templars have turned into a bar-racks. (There's another way to get to the church above ground, if you prefer, but the low road has more goodies.)



The Templars have left lots of good stuff behind in their lockers.



An elevator at the back of the underground chamber goes up to the old Order Church.



②⑧ Once in the church you have to clear out the Paladins guarding it and do something about the rocket launcher turret in the middle of the sanctuary. When you get a minute to inspect the altar, Saman will speak to you from the Holocomm, telling you that Billie's gone ahead of you to Antarctica. Grab the datacube next to Saman for the keycode to get into the computer system.

**M3-5. Templar Compound — Infiltrate Base**

**M3-5b. Templar Compound — Get Module**



②⑨ The computer you're looking for is in this side chamber (multi-tools or explosives can get you into the room, or there's a soft-key in the balcony of the church). Once you access the computer, the command module you need for the teleporter will be downloaded. Also in this room, check out the Holocomm with the Templar intelligence reports on Klara, Leo and you.

**M3-5b. Templar Compound — Get Module**

**M3-6. Return to Trier**

③⑩ There's a repairbot to supply all your bio energy needs.





31 On the way back to your ride, you meet Klara Sparks, who's been sent to secure the area. She's not dealing particularly well with the news that the WTO and the Order have been secret allies all this time.



When you get back to Trier you find Lin-May hanging out outside the SSC station. You have a choice between telling her everything she's lived for is a lie, or letting her carry on with her illusions a little bit longer. Dumier contacts you and tells you to hurry up and repair the teleporter.

**M3-6. Return to Trier**

**M3-7. Black Gate — Repair**



When you enter the Black Gate ruins you find yourself in the midst of a pitched battle, as the SSC fights off one last, desperate attempt by the Templars to take back the lab.



32 The lab's main generator is broken and shooting wild arcs all over the room. You can either use the vent system to get around it, or use a multitool to deactivate the power box on the wall next to it.

**M3-8. Black Gate — Restore Power**



Now you need to bring the back-up generator (just past the broken generator) online. Activate the power coupling on the west wall of the room to bring the generator up. Dumier contacts you and tells you that you need to upload the command module into the control computer.

**M3-8. Black Gate — Restore Power**

**M3-9. Black Gate — Activate**



33 In the control room, upload the command module. If you need the login code it's on a datacube in Tong's office downstairs. Once you're in the computer system, select "Begin Sequencing."

**M3-9. Black Gate — Activate**

**M3-10. Black Gate — Step Into Gate**



34 Now there's nothing left except to step into the seething energies of the teleportation gate.

**M3-7. Black Gate — Repair**

**M3-10. Black Gate — Step Into Gate**





# Are you listening in Antarctica?

We're running out of energy here, so we're all going to have to make some sacrifices. Survival first – we can't justify diverting resources to any of our experiments anymore.

Namely, I think it may finally be time to stop the food supply to the grays.

Calm down. I think we have a far more serious problem. I don't think it was one of us who took down the containment fields. I think they did it themselves ...

And I think there is someone, or something, out on the ice now.

Why do you persist? Tong, Dumier, Her Holiness – they're all fools. Do you really understand what they're asking you to do?

Listen: I don't know exactly what they've all told you, but you're just a pawn. And reviving an ancient, mad cyborg isn't going to help anyone.

And you've found that the Templars are a sane and reasonable employer?

Lesser of the evils offered at this point. The other entities all want you to

revive the man responsible for the Collapse. What good can that possibly accomplish? ApostleCorp wants to worship him and the Illuminati wants to try to control him.

And what would you propose?

The only safe way to deal with such dangerous power in such an unstable individual is to destroy him. It's the only way.

They have put us here with a badness in mind .... This one can help deal with the intruders .... Free this one .... It is good to be returned .... Safe at last .... We will not be separated again .... What do you require?

Excellent work, Alex.

Repair this Tower of Babel, and just when the King reaches out to touch the sky, we will be there to snatch his hand away.

Looks like you've stumbled across messages from the Versalife team. When the net went black, they must've been utterly

stranded here ... Isolated from the world, trapped with the transgenics, running out of food – it can't have been pretty. I wonder if any managed to escape.

JC Denton was the man responsible for The Collapse – what good would it do to revive him? Don't let ApostleCorp or the Illuminati use you as a pawn. One wants to worship JC and the other wants to try to control him. Neither group can see he's too mad and too powerful for either. I'm going to destroy him while he's still weak – it's the only sane answer.

Does yours fit?

Yeah, it's great. I'm a walking tank.

Must be a one-size-fits-all operation.

How do you mean?

I'm bouncing around in here like a sack of potatoes.

The pads are supposed to adjust automatically.

I must be too skinny. I wonder how this thing will handle in a fight.



You better talk to someone. Exoskeletal armor can break bones if it doesn't fit right.

Thanks. Just what I wanted to hear.

So you're a part of Versalife? I thought that corporation folded during The Collapse. Quite a few people believe they actually caused it, in fact.

Versalife established an outpost here and set us on the ice to test our reactions to extreme conditions. We were the next generation of a project launched in Roswell. We were to be unstoppable ground troops, unfazed by cold or radiation. In other cases, our DNA was to be harvested to create biomodifications for humans, so that they could survive the aftermath of a nuclear war.

So you're fully engineered transgenics, not aliens. That was just a cover story for a Cold War research project. But there aren't very many of you – hardly an army.

To prevent us from overpowering our masters by sheer numbers, we were created unable to repro-

duce. That is why the Templar threat to us is so dire – we are all that remains.

What do you think Saman's plans are for her in the long run?

He's just using her for her abilities. Once she outlives her usefulness, I doubt he'll care what we do with her.

I can't believe he would recruit some modified freak, especially for a mission as critical as this one.

To find a monster, you've got to be a monster, apparently. We were too pure to track him down, but she sniffed him out immediately.

But can we trust her?

We don't NEED to trust her, just keep her on a short enough leash. As far as I'm concerned, she's just a trained beast.

I pulled the grate shut for protection. How was I to know it was gonna lock behind me?

I guess politics don't matter much down here, where it's us against the mutants.

You aren't gonna leave me here, are you?

Please! Open the door!

You are truly evil. You are awakening a being of such power that the human race will have no choice but to kneel before it – unless we can turn its power to our own purposes. May God give you the wisdom to right your crooked path.

We're now ready to transform the human race. It became clear to me after the defeat of MJ-12 that the old answers to tyranny are inadequate. I needed the Helios merger in order to contemplate the problem effectively.

And...?

I'm going to establish the first posthuman civilization, and you're my first citizen. Welcome.





# Mission 4 – Antarctica

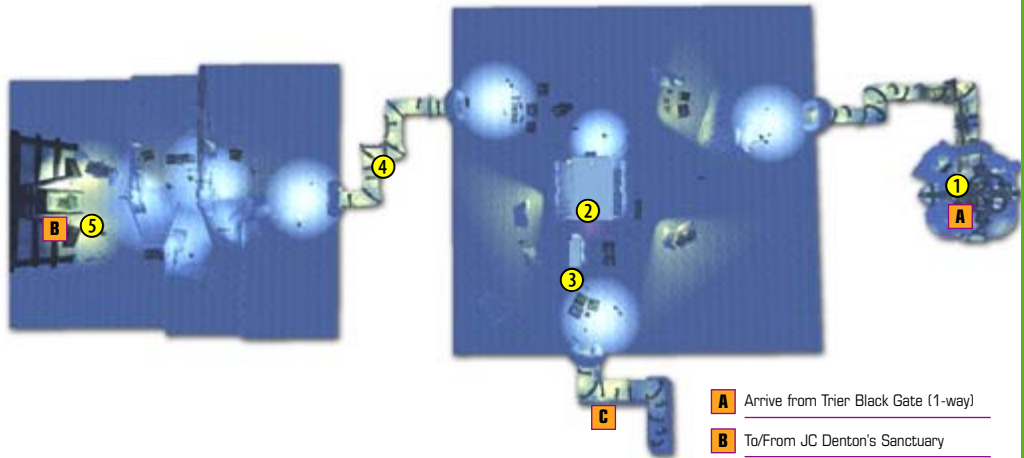
## JC Denton's Sanctuary



① When you arrive through the teleporter, this exceptionally articulate gray tells you that you have to revive JC Denton in his sanctuary. He also asks for your help freeing one of his people who has been captured by the Templars.

**M4-1. Revive JC Denton**

**M4-s1. Free Gray**



**A** Arrive from Trier Black Gate (1-way)

**B** To/From JC Denton's Sanctuary

**C** To/From Abandoned Versalife Base

### SHACKLETON ICE SHELF



The penguins of the Shackleton Ice Shelf are non-combatants. They will not explode.



② As you approach this shelter (Tent #4 to the natives) you are contacted by Billie requesting you get inside to talk to her on the Holocomm.

**M4-s2. Talk to Billie**



The Holocomm is in the back office of the tent. You can either go in by the front door (dealing with the Templars in the tent on the way in) or climb up the ladder to the roof and drop down through the trap door in the ceiling to the office (in which case you'll have to deal with the Templars on the way out, since you can't get back out through the trap door). Billie wants you to know why she decided to go over to the Templars even though they, you know,

want to kill her and everybody like her.







- A** To / From Shackleton Ice Shelf
- B** Processor - To second area (one way)
- C** Processor - To third area (one way)
- D** Processor - To fourth area (one way)
- E** Processor - To fifth area (one way)
- F** Processor - Back to first area (one way)

## JC DENTON'S SANCTUARY

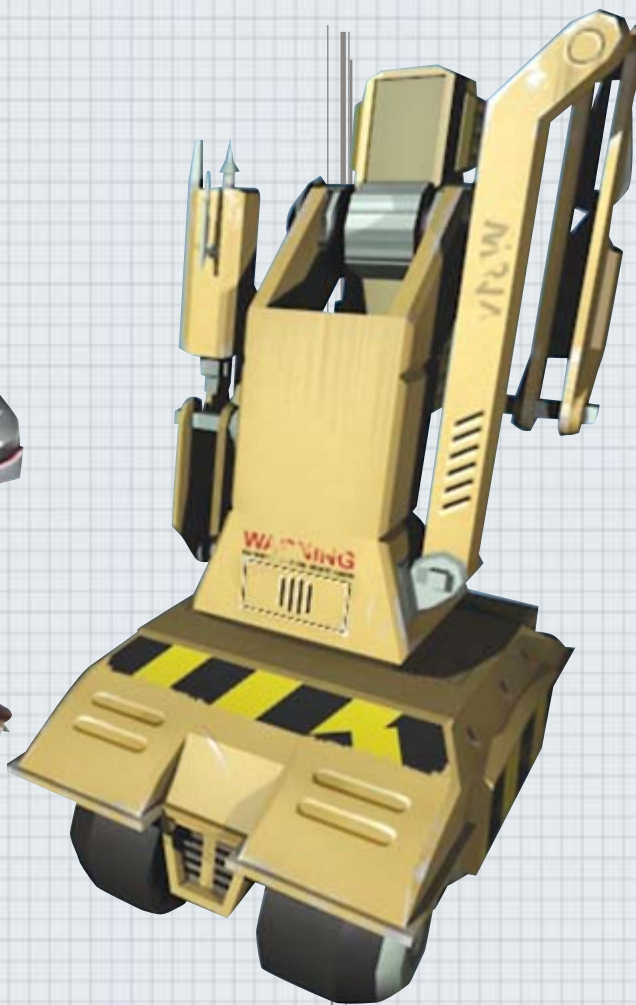
(If you come in through the ceiling, you can eavesdrop on a conversation between a couple of Paladins in the other room about how Saman is just using Billie to get at JC.) There are some nice goodies in both rooms, including a locker with a biomod canister that Saman is saving to reward Billie for being a good little pawn.

### M4-s2. Talk to Billie



③ The gray that the Templars have trapped is in a cage (next to a trapped greasel). You can send him home or tell him to guard the area against Templars. If you go back to the teleporter after freeing the gray, you'll find that the gray leader is much more talkative, and he'll tell you lots more about JC Denton and the grays.

### M4-s2. Free Gray



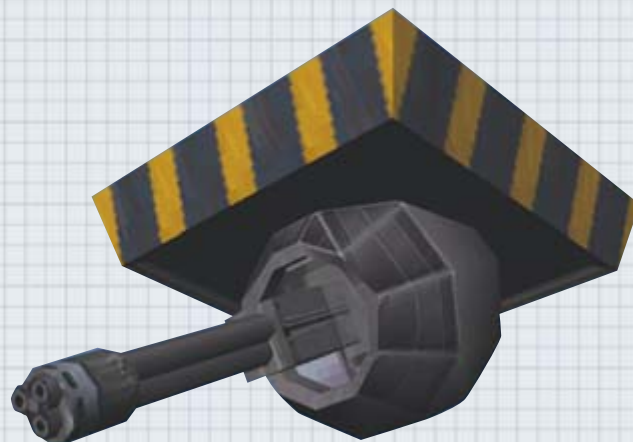




④ This tunnel leads to JC Denton's sanctuary. There's a repair bot on the other side, but watch out for the sentry in Templar power armor who's patrolling the fence line.



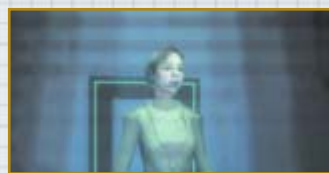
The approach to JC's futuristic sanctuary is guarded by power armored Templars, plus a rocket launcher turret on the path going down. About this time you get your first communication from JC himself, but he's not feeling very talkative these days.



⑤ This sled thingie (okay, the "Helios Processing Module") only takes official genetic Dentons into the sanctuary. Of course, that includes you, so touch the pad.



⑥ At this point you can see JC, but you can't approach him.



⑦ At a Holocomm in a side chamber, Ava Johnson appears to you. She reveals that she's an AI construct and that JC is the "passenger" she's been looking for (yeah, big surprise there, Ava). She also tells you that in order to wake JC up, you have to use your Denton genetic code to "acti-

vate" five "processing modules" throughout the sanctuary. The first module is right in front of JC — they look like the sled thingie that brought you in.

## 4-2. Repair JC-Helios Core



⑧ Below the first three areas in the sanctuary, there are ice caves haunted by greasels and karkians. The secret to safely exploring these areas is to sniper the critters from above while they can't reach you.

## TIP

The first memory room, based on Maggie Chow's apartment from the first game, contains a Unique Weapon — the Dragon Tooth Sword. Look for it on top of one of the bookcases.



## TIP

When you arrive in the final area, before you move, turn around and face the nearest wall — that's the direction Billie's going to come in from. Make sure you have the weapon you want to use first in your hand (an EMP or scrambler grenade, to take out the spiderbots, is an excellent choice). Billie's tough, but she can be taken fairly easily if you don't hesitate. Just hit her as hard and fast as you can with your best weapon (the Dragon Tooth Sword is good). If you want to spare her life, you'll have to watch her Health and switch to a boltcaster or something else non-lethal for the last couple of shots. Of course, if you leave her alive, she'll be back later.



You make your way down to the ice caves by a series of ladders.



The ice caves contain ammo and other supplies left behind from an ill-fated Versalife expedition that managed to get into the sanctuary shortly after it was cre-

ated. You can follow the tragic story of the expedition by reading Holocomms scattered around the sanctuary. The goodie caches each includes a biomod canister. Once you raid the caches, use the processing module to be transported to the next area.



⑨ The processing modules transport you to rooms that mimic places from JC's memory. They will be eerily familiar to veterans of the first game. In each room a gray waits to guide you on your way.



⑩ The second memory room looks like someone's office. (And, as it happens, by the end of the game you'll probably visit the room it was based on.)



⑪ The third memory room seems to be some kind of institutional conference room. Note that there's no ice cave accessible from this area.



⑫ In the final area you're ambushed by Billie Adams, who teleports in to take you down before she finishes off JC.



In the final area, don't worry about the two turrets in the pit — there's nothing of interest down there. Just avoid them and head on to the last processing module.

**4-3. Talk to JC Denton**

**4-1. Revive JC Denton**

**4-2. Repair JC-Helios Core**



When all five modules are online, JC wakes up for real and he's finally ready to talk ... and talk ... and talk .... Once you've finished your conversation with JC, you're instructed to go to a nearby abandoned Versalife research facility to meet Ava (Sid's not around in this mission) and then return to civilization.

**4-3. Talk to JC Denton**

**4-4. Return to Cairo:  
Meet Helicopter**





# Abandoned Versalife Base

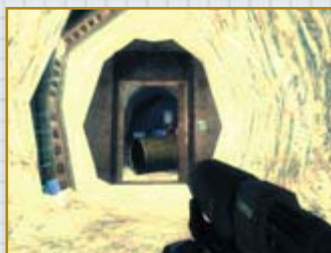


## TIP

Killing all the power armored Templars waiting to ambush you would be a very tough fight which, even if you won, would leave you dangerously drained of resources. In this case speed and sneakiness might be preferable. Try this — come blasting out of the tunnel at full speed, do some quick evasive maneuvers and then duck underneath Tent #4. When the Templars get tired of standing around waiting for you to come out, sneak up the ladder to the roof. From the roof use grenades or some other loud attack to lure the Templars in the tent outside, then drop down into the tent and talk to Saman. When you're finished talking (and have raided the tent for any leftover resources) blast out of the tent at full speed and make a bee-line for the tunnel to the Versalife base. Thank goodness bad guys can't follow you from map to map.



## BASE EXTERIOR



When you leave the sanctuary, you're contacted by Saman, who wants to talk to you via the Tent #4 Holocomm. When you emerge from the tunnel, you find the whole area around the tent is crawling with power armored Templars. Gee, that nice Mr. Saman couldn't be trying to lure you into a trap, now could he?

### 4-s3. Talk to Saman



When you talk to Saman, he doesn't really have much to say other than standard villain boasting.



⑬ The Templars have done a pretty good job securing the perimeter of the Versalife facility. Fortunately, the guards here are just regular Paladins, not those power armor jerks.



⑭ Make your way to the pilot beacon on the front wall (watch out for the rocket launcher turret at the base of the stairs) and you'll find that it doesn't work because the generator's offline.

### 4-5. Return to Cairo — Turn On Power





⑮ The A-Wing of the facility seems to have been mostly for barracks and offices.



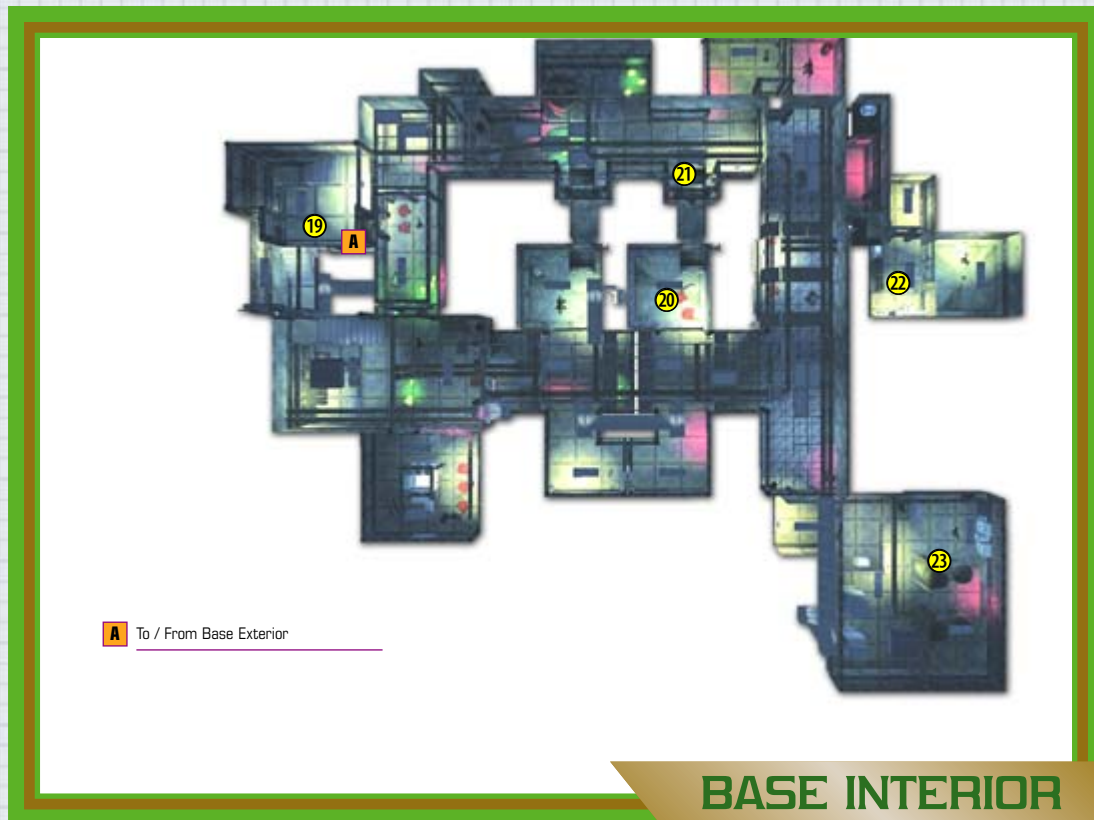
The attic of A-Wing offers vent access to the locked rooms below, but watch out for the greasels.



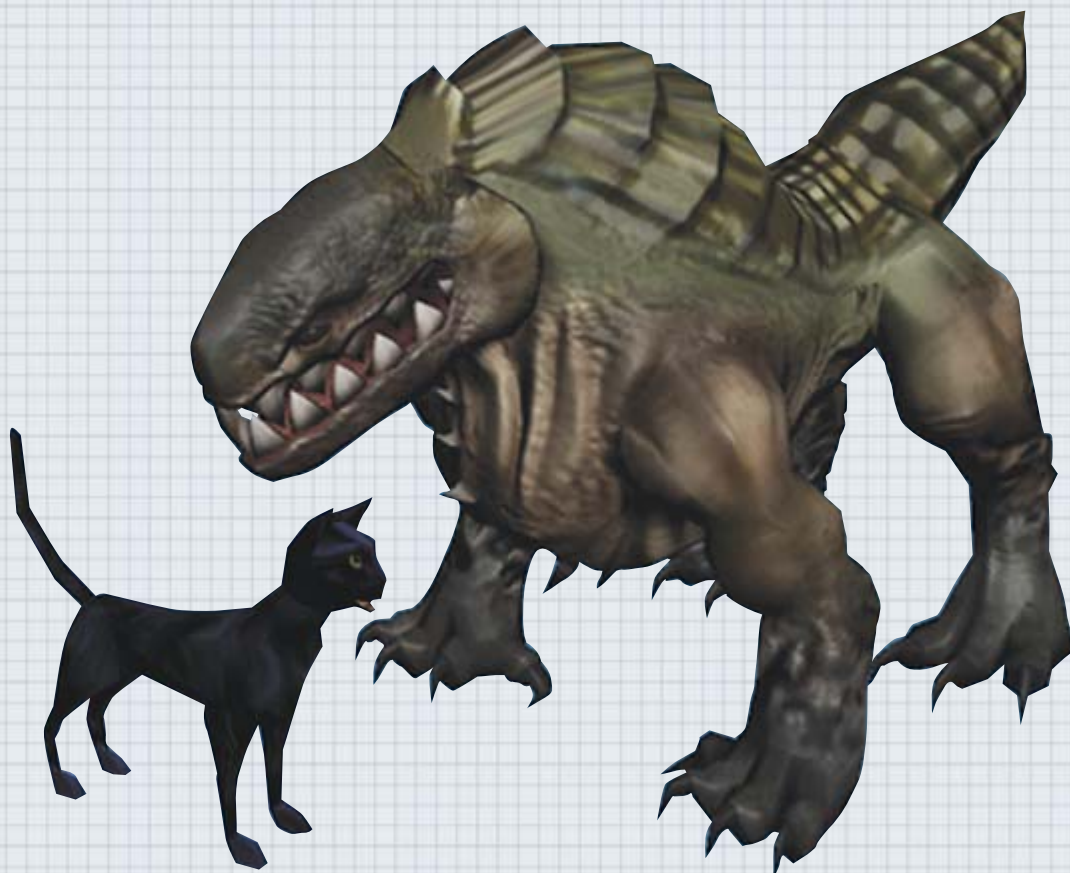
Fifteen-year-old vmail and more scattered datacubes tell the tragic story of the scientist who established this place to study Versalife's transgenic life forms.



⑯ To get into B-Wing without expending multitools, use this door off the heliport. There's also a ground-level vent you can sneak in through.



## BASE INTERIOR





# Abandoned Versalife Base



⑰ This faithful repair bot is still doing its duty in B-Wing.



⑱ This doorway leads to the facility's underground labs.

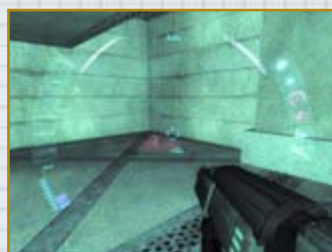


⑲ The underground labs are just crawling with greasels and even a few karkians, but there are all kinds of ways to get around — tunnels under the floor, vents and pipes above the hallways. If you keep your eyes open and take advantage of these alternate routes, you should be able to get a drop on the transgenics before they see you.



⑳ This Paladin got trapped in a holding cell while hiding from transgenics, and he'll beg you to let him out. Of course, once you do he'll try to gun you down for being a "freak." You can trust a Templar to be a Templar.

## M4-s4. Rescue Templar



㉑ This black market biomod canister was hidden here by the janitorial staff fifteen years ago.



㉒ The infirmary is still stocked with lots of supplies, plus a working medbot.



㉓ When you get to the generators, you just have to punch this power switch to get them working again. Watch out for the camera and turret outside the generator room. A vent offers a safer way to get in and out.

## M4-5. Return to Cairo — Turn on Power

## M4-6. Return to Cairo — Activate Beacon



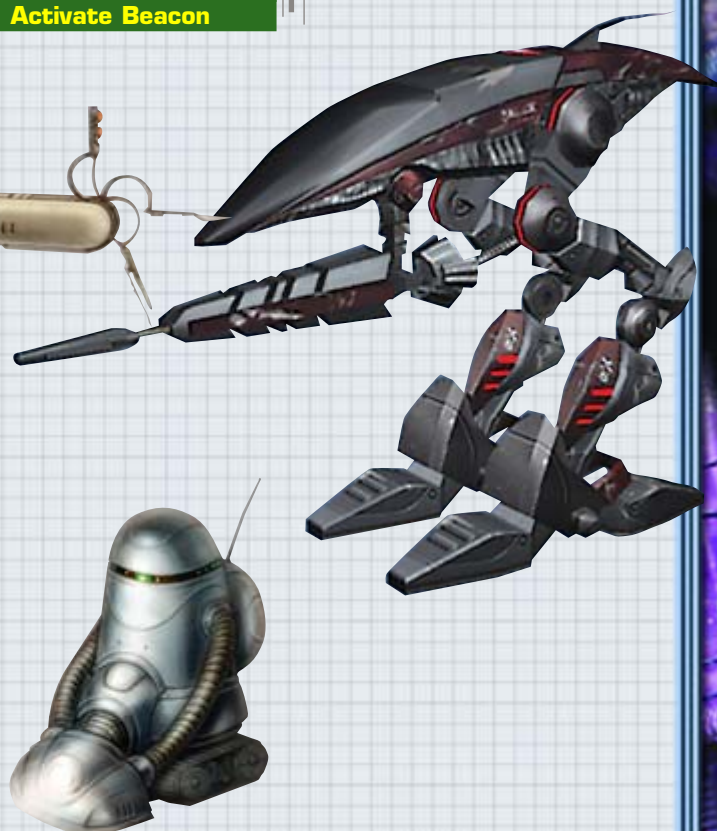
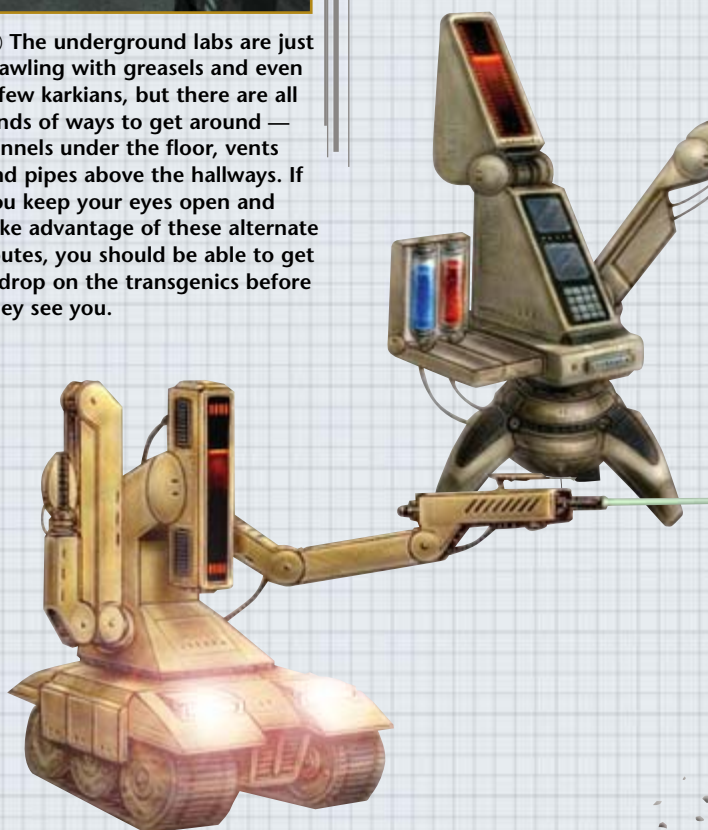
When you return to activate the pilot beacon, you find it's much happier now that the power's on.

## M4-6. Return to Cairo — Activate Beacon



㉔ Once the beacon's on, Ava will waste no time landing for you at the helipad.

## M4-4. Return to Cairo — Meet Helicopter





## Are you listening in Cairo ... still?

Although the summit has been surrounded by chaos and unrest, WTO and Order representatives did finally manage to meet and discuss ways to alleviate the tension between their respective organizations. WTO Chairman Chad Dumier was proud to make the following announcement:

"It took countless hours of negotiations, but we were able to come to an agreement that benefits both organizations' individual members worldwide.

"In the coming weeks, we will each be presenting new by-laws that will eventually create an interlocking relationship between the two groups, so that our coexistence will be complementary rather than conflicting in the future."

As the new by-laws are presented following this historic announcement, we will bring you the details as soon as possible.

Young enemy, thy name is Pliable. How quickly you kindle a faith in a brother

you never knew.

Maybe I plan to kill him, like the Illuminati want me to.

Then your ear bends to the Worldly-Wiseman, to continue the archaic analogy. The smallest breeze carries you off Nature's straight and narrow path, which is ever eroded by the human lust for transcendence.

I'll keep that in mind.

Chairman Dumier lusts for worldly power. JC Denton, what's left of him, lusts for worldly bliss. And to both of them you are nothing but a finely wrought tool.

I suppose you're entitled to your opinion.

Why so hostile? I'm not evil. I merely oppose the powers that have shaped and confined you up until now.

Right, like I'm about to sign up with a guy who wants to mod people by force. If you ask me, I think you're dealing with crazies on all sides. Knights Templar? Do they really think they're knights or what?

Illuminati? Who told you they were in the Illuminati?

The profit motive served society well, but our technology has advanced far enough. It's time to make intelligent use of what we've already created. The last century was ruled by progress and novelty for their own sake. This one has a chance to be ruled by purpose.

Right now, the name JC Denton is a synonym for The Collapse. In the end, though, the period of history he has set in motion will be seen as the second Enlightenment.

There was a time when the details of governmental structure inspired lofty debates. The empowerment of the judicial branch in the United States, an independent legislature, an elected executive ... all the innovations that were eventually taken for granted by our ancestors.

You memorize the phrase "separation of powers" in school, but in the beginning no one was exactly sure how to pull it off.

Political thinkers of the Enlightenment were building a clockwork. We need



to assemble a genome. Help us replace the social mechanism with a social organism – one that is self-aware and can consciously evolve.

I saw the guy – they've got him in the flight bay. All this security for a frozen body? What kind of threat could he be?

I heard he's one of their leaders, and they put him into a deep sleep to wait for something. I don't know what, but it must be pretty important.

Probably hoping to have his brain scanned into a computer by future technology ... a mod-freak's version of eternal life.

We should unfreeze him and say it's like the year 2525 ... just mess with his head.

(laugh) Yeah, and that the world's been colonized by aliens from another star system and we picked HIM out of everybody who ever lived to save the planet.

Sure, make it into a snipe hunt ... give him a flashlight and a dog whistle and send him into the medina ...

Hey, whatever it takes to get these lunatics working for US.

Convergence is possible, my seekers. The Chairman and I have outlined a program to bring our systems into agreement. Poverty is not a prerequisite for fulfillment, nor is amorality a prerequisite for prosperity. Together, in peace. This is the way.

It is time for vitakka, applied thinking. Taking what we desire and reconciling it with what we know. Vitakka. Study your meditations. Nothing pleases the balanced mind more than to bring its good work into the world.

My seekers, from today you are all missionaries. Chairman Dumier welcomes your teaching in the WTO enclaves. Just as Rome, once touched, fell to the spell of Christianity, so too will the city-states of our time accept order, respect, and balance.

It probably sounds like a lot of high-minded bullshit to an outsider. But the logic is compelling if you give it time.

How so?

If you want to even out the social order, you have to change the nature of power itself. Right? And what creates power? Wealth, physical strength, legislation – maybe – but none of those is the root principle of power.

I'm listening.

Ability. Ability is the ideal that drives the modern state. It's a synonym for one's worth, one's social reach, one's "election," in the Biblical sense, and it's the ideal that needs to be changed if people are to begin living as equals.

And you think you can equalize human ability with biomods?

The commodification of ability – tuition, of course, but, increasingly, genetic treatments, cybernetic protocols, now biomods – has had the side effect of creating a self-perpetuating aristocracy in all advanced societies. When ability becomes a public resource, what distinguishes people will be what they do with it. Intention. Dedication. Integrity. The qualities we would choose as the bedrock of the social order.



# Mission 5 – Return to Cairo

## The Medina

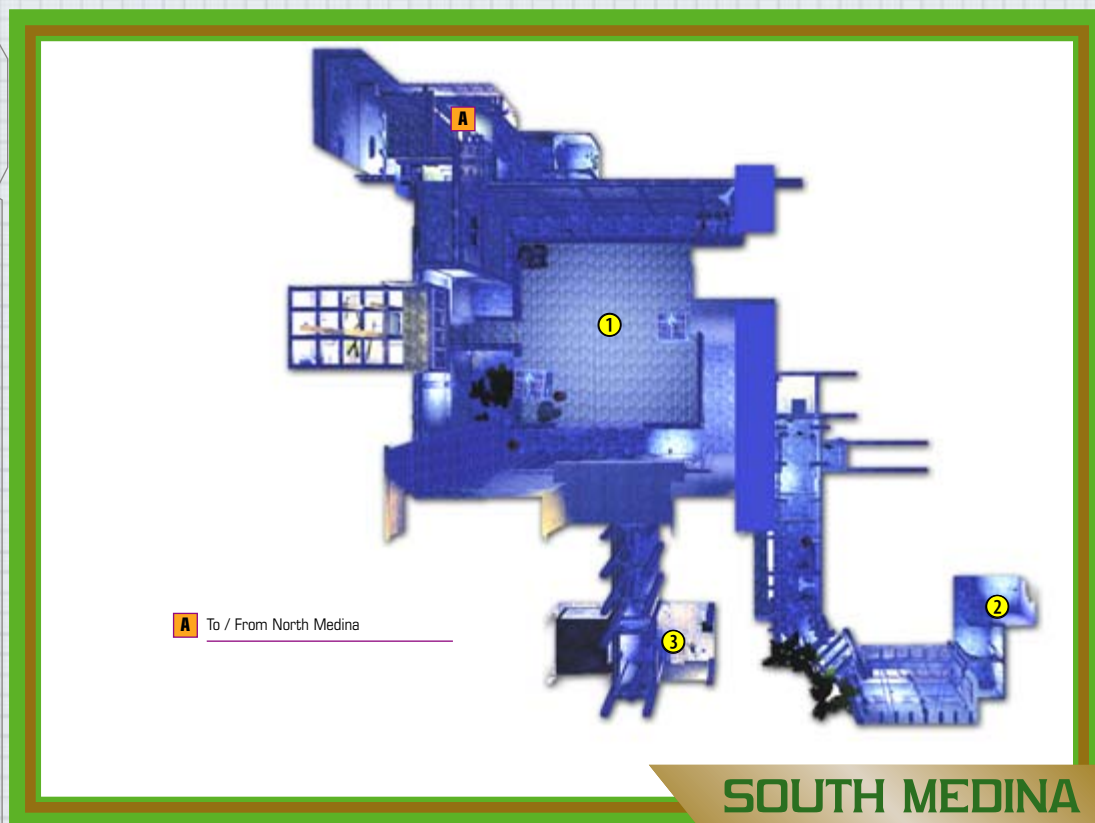


① Ava drops you off at her helipad above the Medina. Ava asks you to revive Paul Denton, who's in Flight Bay 24 in cryogenic storage. Immediately after talking to her, Dumier contacts you and asks you to kill Paul Denton, so it seems you have a choice to make. Downstairs, in the coffee shop, Sid Black is waiting. If you pay Sid his cr500 he'll come to get you at the end of the mission; otherwise it'll be Ava. Also, the coffee shop owner has a little proposition for you — he knows the keycode to the safe in the arcology Pequod's, and if you empty out the safe for him (as part of an elaborate plan to ingratiate himself with his superiors) he'll be happy to let you keep whatever you find there. As for the people of the Medina, they seem much happier now that Plague 11 is cleaned up (assuming you got that taken care of in Mission 2).

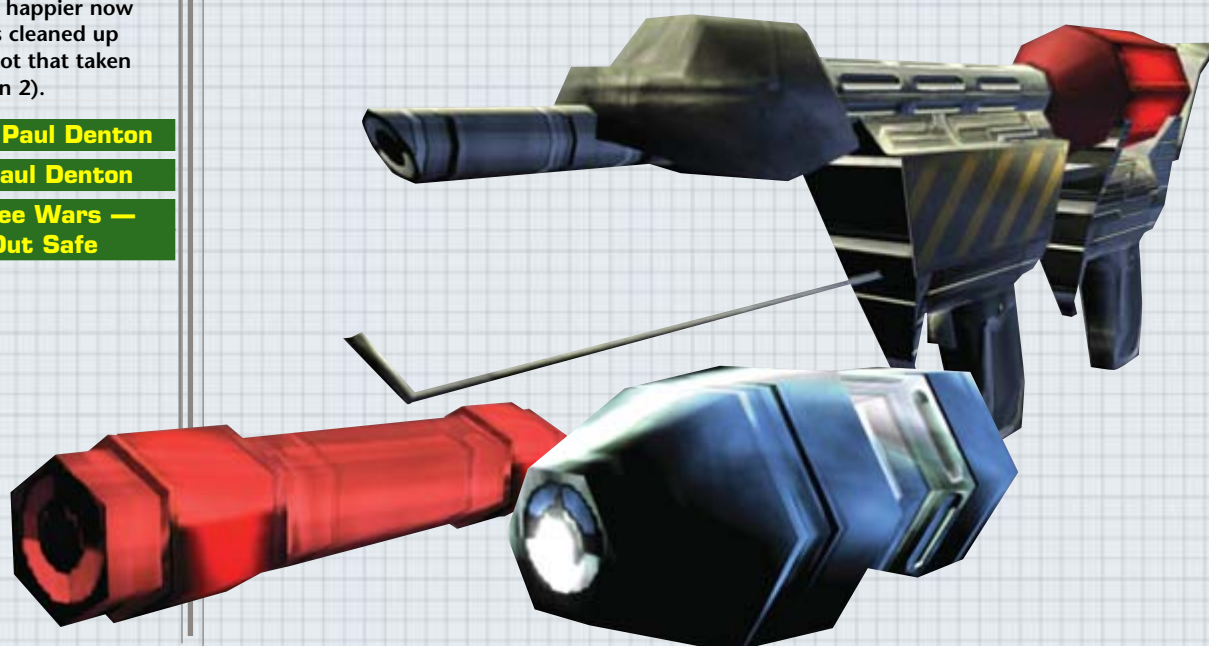
**5-1. Revive Paul Denton**

**5-2. Kill Paul Denton**

**5-s1. Coffee Wars —  
Clean Out Safe**



**SOUTH MEDINA**







This sinister looking fellow is an Illuminati Elite Commando (you already met one in Trier). He's been sent here to help you kill Paul Denton. If you don't plan on killing Paul, don't tell it to this guy right now — just agree with whatever he says, he'll come in useful later.



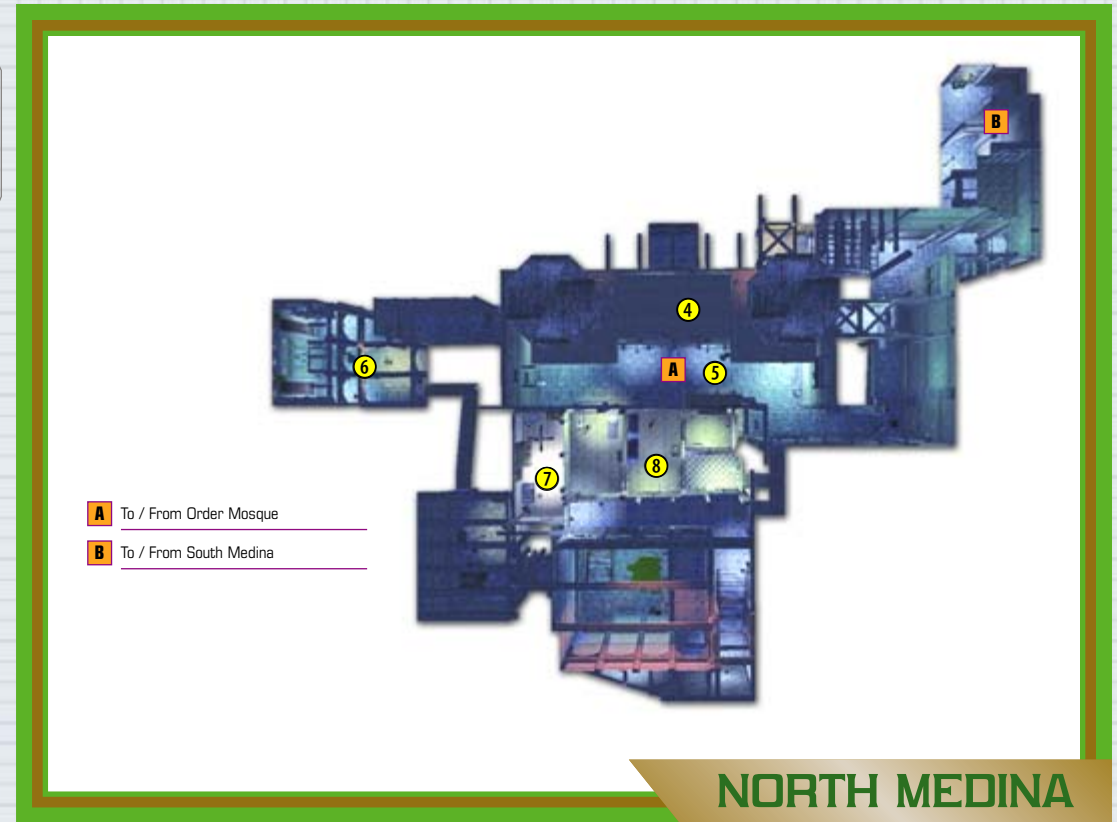
② The Nassif greenhouse is sealed up. If you go there anyway you'll be ambushed by a pack of four hungry greasels (watch out for the two that materialize behind you).



③ The Templars have locked up the base of the South Medina elevator, and stationed a couple of heavy commandos there just to make sure.



If you do go to all the trouble of clearing out the Templar emplacement, you'll find that the elevator doesn't even work any more.



④ The Omar Trader is still on duty in his usual spot, but where's Leo? Nicolette DuClare contacts you with a hint.



**5-s2. Talk to Leo**



⑤ You'll find Leo hanging out in front of the Mosque. He's been fitted for his Omar "frog suit," and he's not sure how he feels about it. If you give him cr500 for a pilot, he'll agree to meet you on Liberty Island.

**5-s2. Talk to Leo**



⑥ You'll find Lin-May Chen in the Order side chapel, doing what she can to help the people of the Medina put their lives back together.

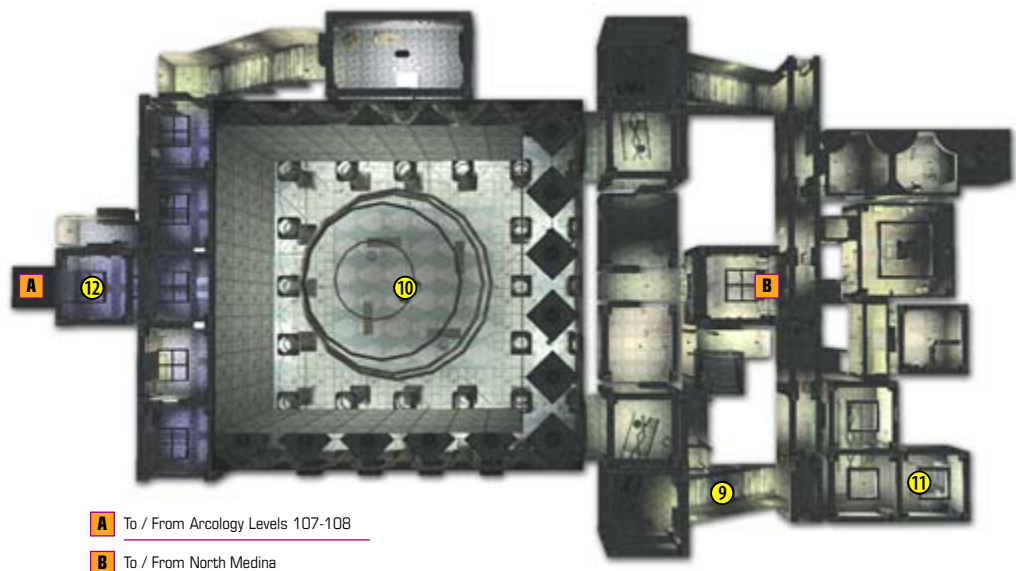


⑦ If you check in with Maskini Nassif, you find him worried that the Templars have put a price on his head, and his family's. Little Eeva is also home at the moment, since school's closed until things get straightened out in the arcology.

**5-s3. Hidden Templars — Investigate\***

\* If you discover the Templar plot before visiting the Nassifs, this objective will have a somewhat different name.





**A** To / From Arcology Levels 107-108

**B** To / From North Medina

## MOSQUE

the key code for the supply locker in the Arcology SSC station.

**5-s4b. Free Mosque — Collect Reward**



**12** Now you're ready to jump on the elevator and go back to levels 107-108.



**8** Upstairs, the Templars are indeed putting together a two-person hit team to take out the Nassifs. Assuming you left him alive in Mission 2, it's lead by none other than that kid-killing SOB Silas Archer. (If you visit the Templar apartment before going to the Nassifs', and sneak in via the vent system, you overhear a brief conversation between the assassins, and then they'll actually head out the door on their way downstairs for the hit. You'll have to hurry if you want to stop them before they reach the Nassifs'.) Either way, return to Maskini after the Templars are dead to collect a reward.

**5-s3. Hidden Templars — Investigate**

**5-s3a. Hidden Templars — Collect Reward**



**9** The Order mosque has been completely taken over by the Templars. Eeva Nassif's little friend from the ventilation ducts is hiding from the Paladins under the stairs to the infirmary. There's only one heavy commando in the mosque, right after you enter the building, but there are plenty of well-armed Paladins both upstairs and in the infirmary.

**5-s4. Free Mosque — Eliminate Templars**



**10** Your main challenge, however, is to take out the military bot in the central prayer room. Once the bot is down, you get a message telling you to report to the doctor in the infirmary.

**5-s4. Free Mosque — Eliminate Templars**

**5-s4b. Free Mosque — Collect Reward**



**11** Once the bot is out of the way, head down to the infirmary to give the citizens there the "all clear." The only thing that the doctor can spare for a reward is an extra medkit, but Mrs. Ameer gives you valuable information —





# The Arcology

The Tarsus Academy and the ApostleCorp Suites maps are sealed off in this mission.



⑬ The Pequod's on level 107 is very well defended by Paladins, heavy commandos and automated defenses. Expect one of your toughest fights in the game so far. Once the place is secure, you can check in with the NG sim in the corner. She's a little behind the times, though — she tells you that she's playing a concert right here, right this minute. Nobody told her about the Templar takeover. It's kind of sad, really — NG dancing there all alone in the dark. When you press her about the concert, she tells you that she landed in Arcology Air 14 hours ago, so she must be singing there now. Is NG a hostage somewhere in the Arcology? While you're here, remember to clear out the safe for the QueeQueg's guy.

**5-s5. NG Resonance — Trapped?**

**5-s1. Coffee Wars — Clean Out Safe**



⑭ Dumier contacts you to tell you that he's holding Klara hostage, and if you don't do things his way he'll kill her. Klara's being held in the nanoformer control room by a remnant of WTO troopers,

including Donna Morgan — you'll have to take them out before you can rescue her. When she's free, she tells you she broke with the WTO when they asked her to assassinate Paul Denton.



## TIP

The last unique weapon — the Widowmaker SMG — is concealed near the nanoformer bay. Where the corridor turns, there's a gap in the wall blocked by arcing electricity. Disable the transformer to stop the electricity and hop through. Off the concealed corridor behind the wall is a secret break room with a dead SSC trooper in it. Near the trooper is the Widowmaker.



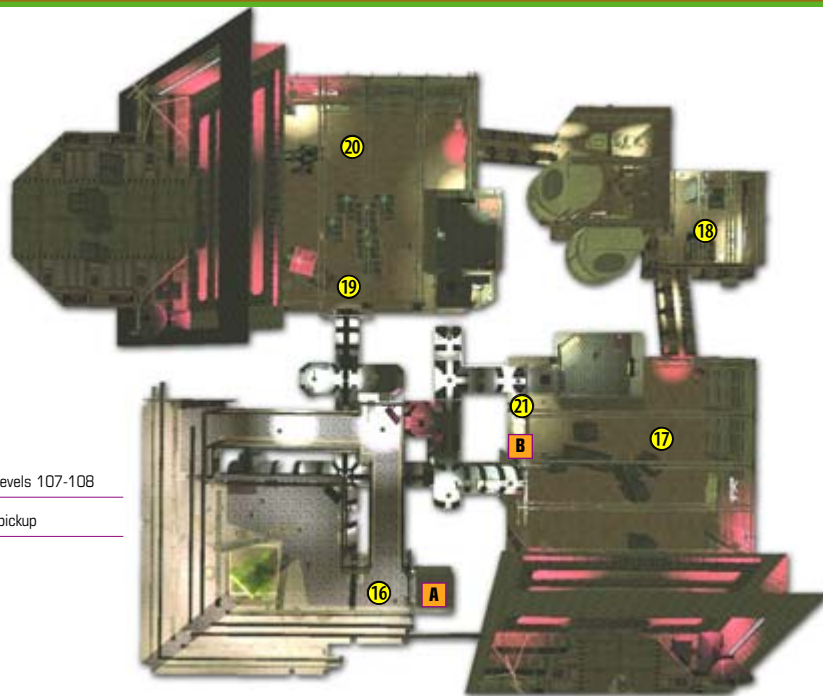


From the place where you talk to Klara, climb down the ladder into the nanoformer bay itself. There's some notable goodies down there.



⑮ The SSC station is guarded by a couple Paladins and a ceiling turret. Once it's secure, check out the locker that Mrs. Ameer gave you the combination for.

This time around, the cell has an Increased Damage weapon mod for your shooting pleasure.



**A** To/From Arcology Levels 107-108

**B** Call Ava or Sid for pickup

## ARCOLOGY AIR TERMINAL



⑮ The Illuminati elite trooper meets you as you get off the elevator to the air terminal. Continue to string him along.



On the ramp down to the lower level of the terminal, Saman contacts you and offers to let you join the Templars. If you accept, he'll order you to give a blood sample in Hangar 24. Ava (or Sid, if you paid him) contacts you to tell you to activate the pilot beacon in the Hangar 23 overlook when you're ready to go.

**5-3. Give Blood**

**5-4. Activate Beacon**

## TIP

When Saman offers to let you join the Templars, why not take him up on it? Regardless of where your eventual loyalties will lie, letting Saman make you a Templar will get you past the Paladins in the lower terminal and all the way to Hangar 24, which will basically cut your fighting in this area in half or better. Unless you live for intense combat, this is the most sensible strategy.





17 In Hangar 23 you find Leila Nassif and a remnant of SSC guards. They're weighing the relative wisdom of maintaining their position vs. rushing the Templars. That useful little repair-bot is still puttering around in the hangar.



18 In the Hangar 23 storage area you find NG Resonance, alive and in the flesh, along with her baggage and some hired security. OK, she's had a rough day, but still ... she was definitely nicer as a hologram. Anyway, she has no interest in being rescued, confident that her people will be along to pick her up as soon as things settle down. She'll probably be OK, unless pop music is on Saman's list of things to be stamped out.

## 5-s5. NG Resonance — Trapped?



19 At last you're ready to report to the Templars in Hangar 24. This doctor just needs a little blood sample. If you let him take it the Templars will remain non-hostile, and Paul Denton will be sealed away out of reach (you will get a chance to rescue him from the Templars again next mission — but that's not exactly a soft option here). If you tell the doctor to "Go to hell," you'll

have to clear out all the Templars in the hangar bay, including Paladins, heavy commandos and another military bot. Expect a very tough fight.

## M-3. Give Blood



20 If you don't join up with the Templars, you have to decide what to do about Paul. When you open his containment box you can either kill him for the Illuminati (he's not in any shape to put up a fight), or rescue him for JC (just talk to him and tell him to take off). Incidentally, if you didn't rescue Klara and chose to do what JC or the Templars wanted, Dumier will have her killed, just like he promised.

If you decide to rescue Paul, don't let the Illuminati Elite blow it for you. If he survives the fight outside, he'll walk in and self-destruct, taking Paul with him.

## 5-1. Revive Paul Denton

## 5-2. Kill Paul Denton



Paul's personal effects are up in the Hangar 24 overlook. If you're working with the Templars, do *not* try to get to them — that will turn the whole Templar force against you.

21 Now all that's left is for you to go to the Hangar 23 overlook and activate the flight beacon to summon your pilot, Ava or Sid. Be careful, though — if you didn't kill Paul, an Illuminati commando is waiting to ambush you near the beacon.

## 5-4. Activate Beacon

*Ava will take you to Liberty Island regardless of whose side you're on at the moment. That's where JC needs you to be, whether you're on his side or not.*

## TIP

So let's say you accepted Saman's invitation into the Templars, then told the doctor to "Go to hell" and cleared out the hangar. Aren't all those Paladins you walked right past going in still waiting to jump on you when you go out? Not necessarily, because about this time the Illuminati commando will strike (told you he'd come in handy), followed by an assault by the SSC remnant. They'll probably all be slaughtered, but they'll clear your escape route for you.





# Are you listening in New York?

Look. Bodies everywhere, mercenaries fighting over a few wires in the ground. And this place used to be a symbol of freedom.

You are a Denton rev. I am the latest rev 2.0.1a from the Xeta-Q gene line. Perhaps our specs will converge in the next generation.

Our work is invisible, but just. Humankind is well-served. Soon, with your help, this conflict will end.

We are fortunate to live in an era such as this.

Your fate seated among the illuminated ones beckons. Aquinas waits for your direction. Help us strengthen our control. We are waiting. This has always been your destiny. It is good that a Denton has finally accepted it.

Unlike my enemies, I've read the classics of political theory. I know the difference between leadership and ambition.

Along with the dignity of the species, we will preserve the dignity of the human mind.

To the Dentons consciousness is a building material. To the Illuminati consciousness is a currency. My interest is in adapting social systems to the facts of human nature. That principle is the cornerstone of all of my thinking.

Decide for yourself what kind of world would sustain the dignity of humankind.

Go. Time is short.

I don't even have to worry about this weird weather when I'm wearing this thing. I can't wait to power up and show those modified freaks – no offense – the right way to enhance a soldier.

In the next rev, you'll be able to drive one of these suits remotely.

I don't know how I feel about that .... Where's the honor in fighting a battle from a control pod two thousand miles away?

I wish I'd been born in the Middle Ages. It was possible to be a hero then, someone with a name, a quest, a coat of arms .... Today's armor is one-size-fits-all. You're just a unit of force in

a big military machine.

They're searching for data that will let them restore the pre-Collapse communications grid.

Which they will appropriate for themselves, whoever finds it first.

That's the impression I get.

It doesn't take a genius to see that they all want one thing: to force their system or whatever on the rest of us. The world is doing just fine without a supreme leader.

We can't just walk away from this.

We can after we eliminate the leadership of these factions and destroy whatever it is JC Denton is building inside the Statue.

You mean kill everybody on the island?

The leaders. The ones dragging the rest of the planet into this mess. And JC Denton's utopia machine, whatever it is. I'm ready to back you up – just give me an assignment.

Hmph. I guess hell has finally frozen over.



We're lucky we tapped into city power a few years ago, or else this place would be unlivable. Even in winter, it doesn't get this cold.

All I know is I've never seen weather like THIS before.

I think the ice is a sign ... of what? I don't know.

The clock's ticking, Alex. Wait too long, and one of these greedy bastards might slip off the island. Who'da thought? One minute I'm a nothing trainee, then the fate of the world all depends on what I decide to do.

These machines were built before you were born. Would you like some help figuring them out?

I can manage.

I remember a time when they were operational. They were the backbone of pre-Collapse society. And they called it Aquinas. That's about all I need to know.

No one knew that name. By the 2050's, communications protocols had become successively more

comprehensive and classified, until there was only one Protocol, synonymous with all economic activity, yet managed by a very small group of people.

The Illuminati have weathered many upheavals. Our current plan nears closing, but we will continue our work in the shadows, as always.

There was concern that you might be lured away from the Illuminati. I never had any doubts you'd join us in the end.

Just imagine how communication will change when every mind is linked together with lightspeed transmissions. The JC-Helios AI will be the new government, responsive to every need, large and small.

No more waiting for the petty arguments and posturing of corrupt human beings. No more caprice in determining the course of human affairs.

The new era will be one of true equality.

Great work. The JC-Helios AI has already integrated the Aquinas protocol. Soon

everyone will share the nanites coursing through your veins. You're about to become the final catalyst for the next evolution of humankind.

Everything leading up to this, all the work and sacrifice, has been well worth it. It will be an end to hierarchy – as soon as you and JC share your abilities with the world.

Each person's true potential will be able to shine through now, no longer burdened by physical limitations. Every voice will be heard – it won't matter who or where you are. The stratification of influence will fade away.

And they don't even know it's coming, that something historic is about to happen to each and every one of them.

A remarkable achievement. You do not even comprehend today's significance for the future of this planet, or whose interests you may have served, but you have our gratitude. A discount will be applied to all of your business transactions with our agents, anywhere in the world.



# Mission 6 – Liberty Island

## NOTE

If you saved Paul in the last mission, JC's grays will be friendly, Illuminati and Templar forces will be hostile.

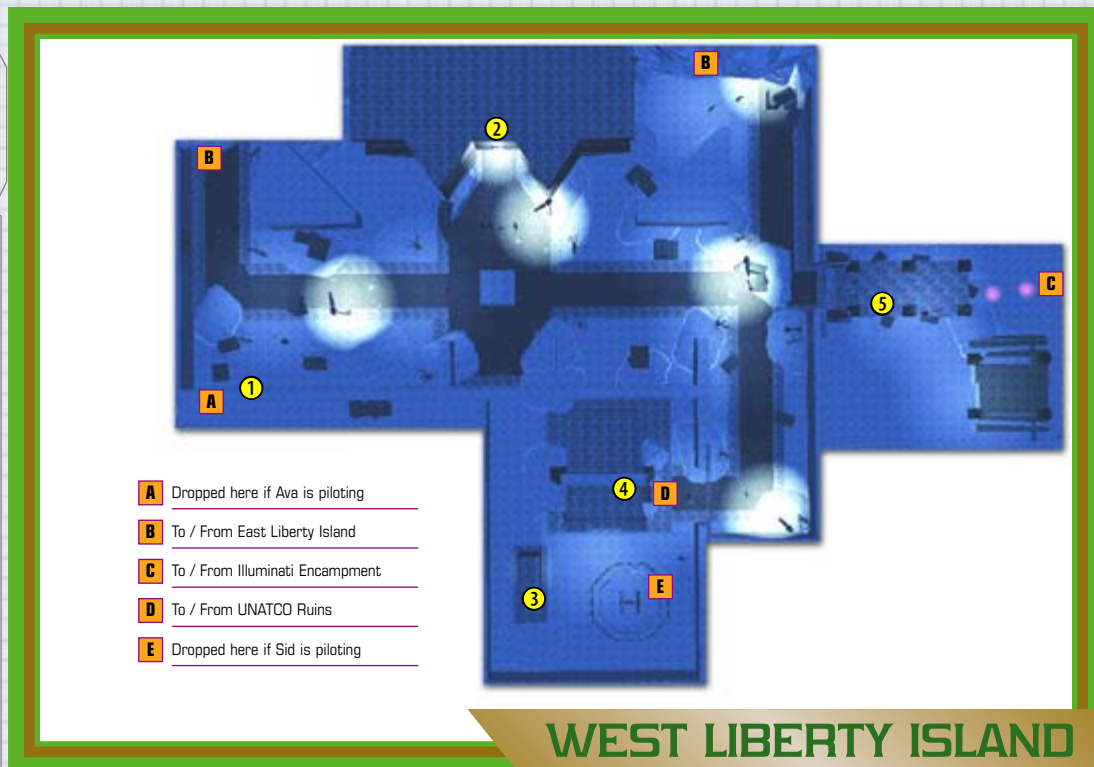
If you gave Saman your blood, the Templars will be friendly, Illuminati forces and the grays will be hostile.

If you killed Paul, the Illuminati will be friendly, the grays and Templars will be hostile.

Be careful though — these alliances can change at a moment's notice depending on your actions throughout the mission. Also, somewhat curiously, many of the bots don't seem to care whose side you're on; they'll attack you anyway (there are exceptions, like the military bot near the docks, and Tong's hunter-seekers).



① Welcome to Liberty Island, currently in a frozen state thanks to JC Denton's nano-tricks. At some point in the last decade the Statue of Liberty (which was destroyed shortly before the events of the original *Deus Ex*)



**A** Dropped here if Ava is piloting

**B** To / From East Liberty Island

**C** To / From Illuminati Encampment

**D** To / From UNATCO Ruins

**E** Dropped here if Sid is piloting

has been replaced by this light construct. Shortly after you arrive, all the faction leaders will contact you and tell you what they want you to do.

**6-1. Find Aquinas Spec**

**6-2. ApostleCorp Great Advance\***

**6-3. Templar Flood\***

**6-4. Illuminati Age of Light\***

**6-s1. Talk to Leo**

\* These three missions are resolved depending upon which endgame you choose. See pp. 126-127 for a thorough description of the endgames.



## NOTE

Remember the biases of our walkthrough — that everybody who could be alive at this point in the game is still alive. If you killed some important characters in earlier missions things might play out a bit differently than described here, but the general outline of events should stay the same.





② JC and Paul (assuming Paul is alive and not in Templar custody) can be found in the base of the statue itself, along with a strange machine that JC is building. They're protected by a squad of grays (who are tougher than they look).



Inside, JC and Paul are protected by more grays and four turrets.

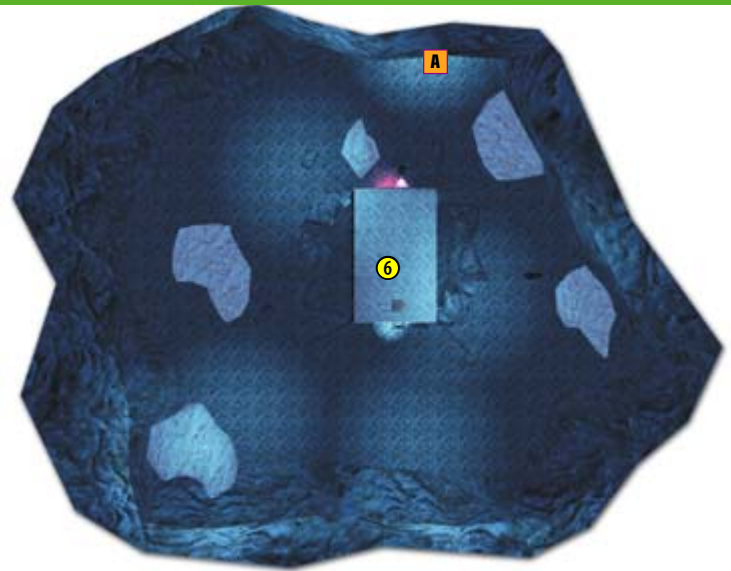


JC is building some kind of strange machine inside the statue.



The torch of the original statue lies discarded in the base.

**A** To / From West Liberty Island



## ILLUMINATI ENCAMPMENT



③ Leo is in the abandoned comm van near the old UNATCO compound. He thinks the two of you should team up and wipe out

the leadership of all three factions, leaving humanity free to determine its own destiny.

**6-s1. Talk to Leo**

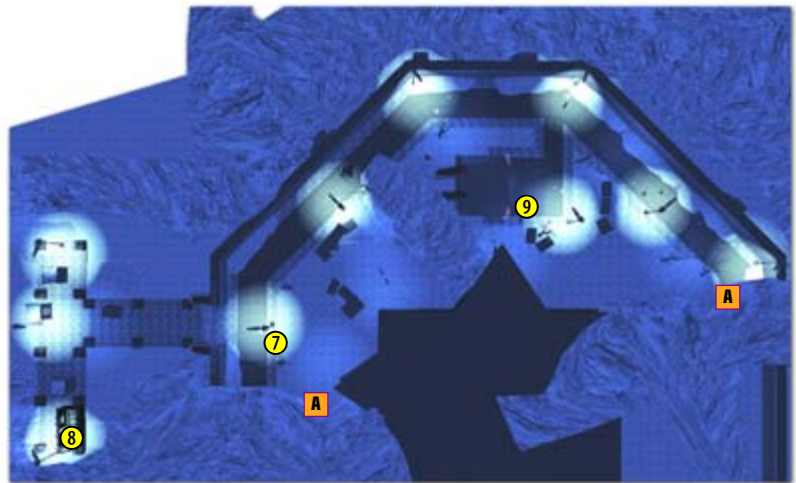
**6-5. Defeat Everyone\***

\* This mission is resolved depending upon which endgame you choose. See pp. 126-127 for a thorough description of the endgames.

## TIP

There are a lot of enemies scattered around this map. They all hate each other as much as they hate you. Try to get enemies from one faction to chase you into an area controlled by another faction, then withdraw and let them shoot it out.

**A** To / From West Liberty Island



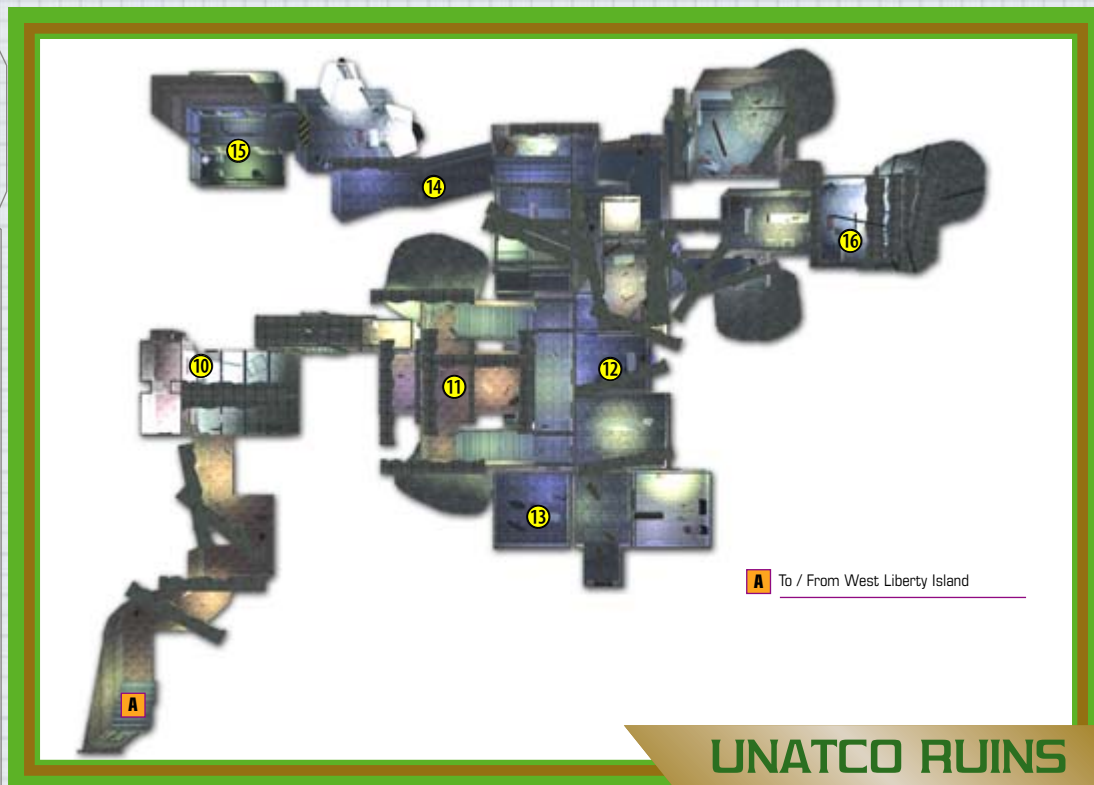
## EAST LIBERTY ISLAND





## NOTE

Tracer Tong asks you to come talk to him regardless of whose side you appear to be on, but if you're not currently on JC's side he'll attack you when you arrive.



## UNATCO RUINS



④ A hunter-seeker guards the entrance to the abandoned, underground UNATCO compound. We'll come back here later.



⑥ In this secluded ice-valley, Chad and Nicolette have set up a command post.



A trap door under the Illuminati Shelter can offer you covert access.



⑤ The Illuminati are firmly in control of the south docks.



Chad and Nicolette are inside, all warm and comfy.



⑦ This Templar military bot guards the approach to the north docks.







⑧ Tracer Tong waits for you at the end of the north docks, but first you have to get past this Illuminati commando.



If you're currently on JC's side, Tong asks you to activate these hunter-seekers that he brought for reinforcements.

## 6-s2. Repair Bots



Turn on these power boxes to wake up the bots. You need six multitools to activate all three of them.

## 6-s2. Repair Bots



If you help Tong release the bots, he'll let you decide whether to use them to attack the Templars or the Illuminati, or to defend JC.



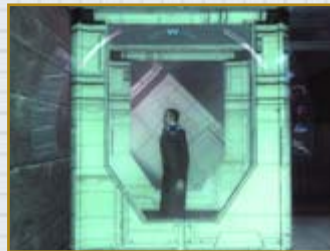
⑨ Saman has taken an old loading dock as his command bunker.

## 6-s3. Free Paul\*

\* Only received if Paul is the captive of the Templars.



If you gave Saman your blood last mission, he's holding Paul Denton (still in his containment chamber) in the bunker.



At this point, if Paul's here you can either save him (killing all the Templars in the bunker, including Saman) to send him back to JC (which puts JC on your side and the Illuminati and Templars against you), or you can kill him — which keeps you in Saman's good graces (the Illuminati don't care any more) and sets up certain endgame options.

## 6-s3. Free Paul



⑩ Notice this old UN flag. See p. 128 to find out why you care.

## NOTE

If you left Billie alive in Antarctica, she'll find you in UNATCO for a final showdown.



⑪ A thriving community of squatters and bums has taken up residence in the HQ. The leader of the bums (in the red hat) will sell you some scavenged supplies, but try to talk to him before the shooting starts — afterwards he might be too freaked out (or dead) to do business.



⑫ In the original *Deus Ex* this was the private bathroom of Director Joseph Manderley. To find out why you care, see p. 128.



⑬ In the old break room, a homeless couple discusses the pros and cons of drinking 15-year-old soda.



This poor little cleaning bot is still faithfully trying to do its job.



⑭ Check out the datapad on the floor for the last word on a good idea that, alas, was never meant to be.



⑮ The Templars are caching supplies in the old holding cells.



As you approach the Aquinas terminal, the surviving faction leaders contact you. Saman (who of course doesn't use biomods) uses this Holocomm.



⑯ The Aquinas control computer awaits. At this point you can, once again, completely scramble your enemies and allies, depending on who you upload the specs to.

At this point you know where everything and everybody is. It's now time to choose your ultimate loyalty and decide which way you're going to jump for the endgame ...



# Endgames

You have a choice between four endgames at the end of *Deus Ex: Invisible War*. Let's break down the options for you:

## ApostleCorp Great Advance

### What happens?

With the conflicts between JC and Helios resolved by an infusion of your DNA, and with the aid of you and his Machine, JC/Helios is able to forge an unbreakable link between all humanity.

### What do I have to do?

- Upload the Aquinas spec to JC
- Return to the statue and step into the Machine
- JC must survive (Paul doesn't have to survive)

### How does it turn out?

Universal biomodification makes everybody equal. Cybernetic consciousness creates perfect democracy. But is it ultimate freedom or universal slavery?

### What's in it for me?

You become part of the new whole, just like everybody else.

## Illuminati Age of Light

### What happens?

You upload the Aquinas spec to the Illuminati's Ophelia AI, orbiting earth in a top-secret location. With the new data, Ophelia is at last able to consolidate complete control of all the world's markets and institutions under the Illuminati.

### What do I have to do?

- Upload Aquinas to the Illuminati
- Kill JC and Paul Denton
- Destroy JC's Machine
- Chad Dumier or Nicolette DuClare must survive

### How does it turn out?

The future of earth is very prosperous, very clean, and very, very controlled.

### What's in it for me?

You become one of the new secret masters, on the fast track to Prima Illuminatus status. If you want to be rich and powerful, this is the choice for you.

*Under some circumstances, when you kill JC and destroy or subvert his Machine (as part of the Templar, Illuminati or anarchy endgames), the dying Helios entity will be able to bring him back for one last fight against you. JC will no longer have the power of Helios, but he will have one big honking rocket launcher. If JC revives, you'll need to finish him off again before you can finish the game.*



# The Templar Flood

## *What happens?*

You upload Aquinas to a secret Templar base, and then it reprograms JC's machine to create a nanite swarm that purges you of your biomodifications, and purges or destroys all other modified humans worldwide.

## *What do I have to do?*

- **Upload Aquinas to the Templars**
- **Kill JC and Paul (even if Paul is in Saman's custody, you still have to drop by and kill him with your own hands)**
- **Use JC's Machine**
- **Saman must survive**

## *How does it turn out?*

Saman and the Templars take advantage of the chaos caused by their nanite flood to seize absolute control of the planet, ruling with a harsh religious totalitarianism.

## *What's in it for me?*

You're now part of the inner circle of a paranoid, totalitarian religious dictator, and you don't have your biomods to get you out of scrapes anymore. Good luck.

# Scorched Earth

## *What happens?*

Urged on by Leo, you decide that the world doesn't need any new gods, puppet-masters or kings. You decide to give the world a fresh start free of external control.

## *What do I have to do?*

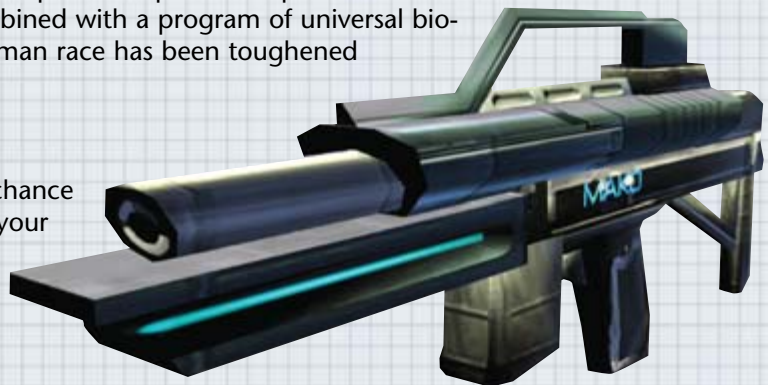
- **Kill JC, Paul, Chad, Nicolette and Saman**
- **Destroy JC's Machine**
- **It doesn't matter whether you upload Aquinas to anybody**

## *How does it turn out?*

Whether or not he believed what he was telling you, Leo was being manipulated by the Omar the whole time. They begin a world-wide pogrom to stamp out all other power groups and impose their personal brand of militaristic Darwinian capitalism on the world, combined with a program of universal bio-modification and shared consciousness. When the human race has been toughened enough, they start to look to the stars ...

## *What's in it for me?*

One heck of a preferred customer discount, and the chance to apply for your own frog suit. After that, you're on your own, just like the rest of the planet.





# The Secret Party Level

This is a just-for-fun surprise that the team built into the last mission of the game. Set on the Club Vox map, it's the game's "wrap party," where all the different characters in the game get together and shake their tailfeathers.

**WARNING.** The trip to the secret party level is one-way — you will have to reload to a previous save to get back to the real game. So if, for example, you just uploaded the Aquinas Router and

you're on your way to the statue to finish your chosen end-game, make sure you save

your progress if you decide to stop off at the secret party on the way. You can establish a save game in the Secret Party, to return there when you want to.

## To get to the Secret Party Level

When you enter UNATCO HQ, you'll notice a flag in the first room of the complex (⑩ on the UNATCO map). Pick up the flag, and carry it with you to the room bathroom that belonged to Joseph Manderley in the first game (⑫ on the UNATCO map). Put the flag down inside the bathroom and flush the toilet to be instantly transported to the party level. (You won't be able to use weapons, so make sure the path is clear.) You don't have to complete the game before you access the Secret Level.



DJ EZ Ava Johnson revolves 'em for the party.



It's a diverse crowd, but everybody's having fun.



Now that's what you call party lighting



These floating datacubes contain the infamous *Deus Ex* Quote File. Each one is a different set of quotes so collect them all!



*Disclaimer. The Deus Ex team is a bunch of (mostly) guys working together under intense pressure for a couple of years. Under those circumstances it's not surprising that some of the quotes are "mature" in nature (and others extremely immature), so proceed at your own risk.*

## OTHER END-GAME SURPRISES

In the party level, see if you can find the creature called "The Hog" and figure out how to end its sad existence. (Hey, we can't give away everything, can we?)

And be sure to check out the team credits and a nifty *Thief 3* trailer, both accessible from the Options menu, and both of which run automatically when *Deus Ex: Invisible War* ends.